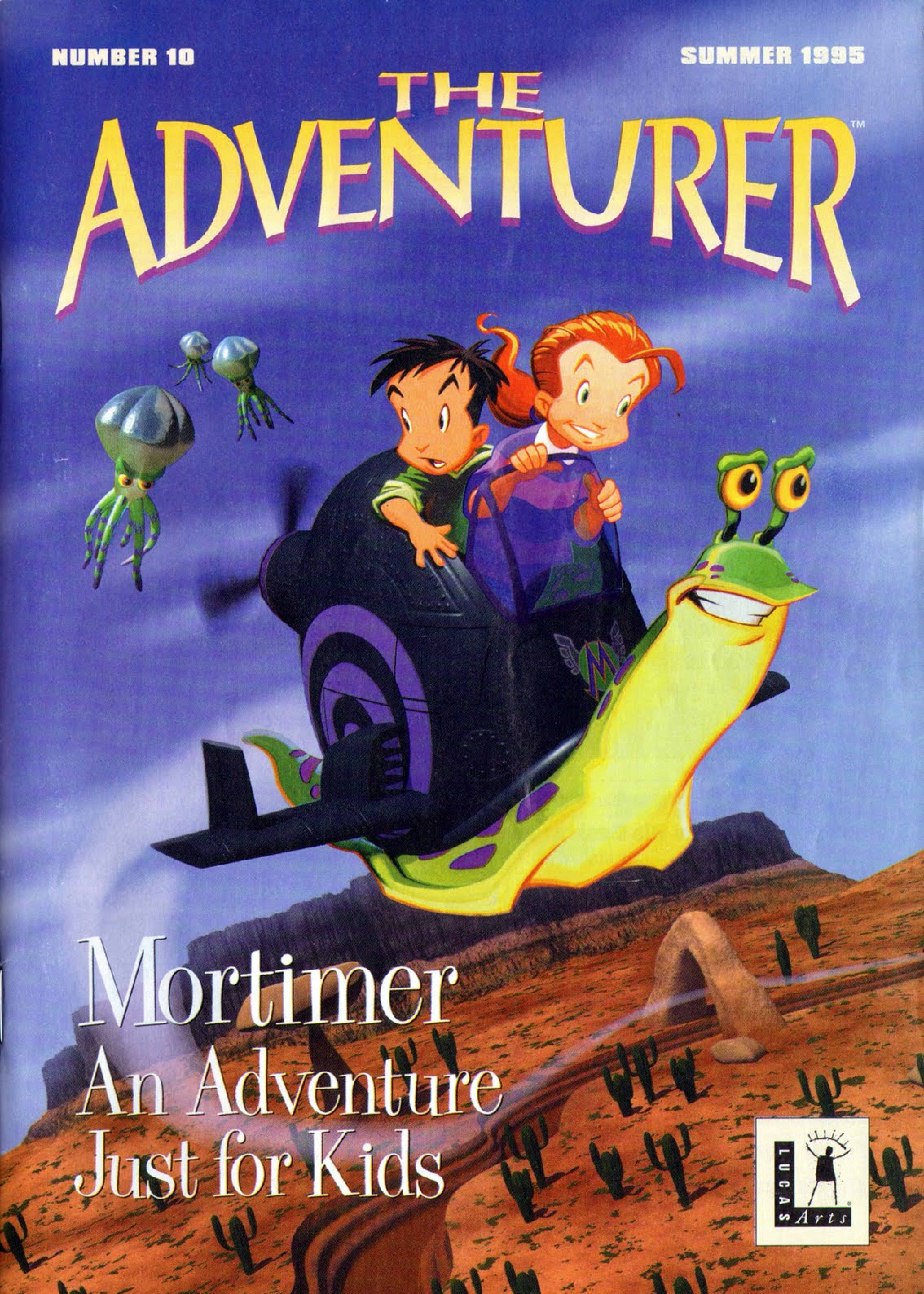

NUMBER 10
SUMMER 1995
THE ADVENTURER™
Mortimer
An Adventure
Just for Kids
LUCAS Arts

Dear Adventurer

TEN has always been a significant number. The first thing new parents check is that their baby has ten fingers and ten toes. I got my ears pierced for my tenth birthday. The movie "10" miraculously had us believing Bo Derek could fall for Dudley Moore and made cornrows cool across cultures. Pearl Jam's first album was called "Ten." Hanging ten is surfing's toughest challenge. And tenth anniversaries are a cause for celebration. Now here we are at issue #10 of *The Adventurer.* I thought that accomplishment deserved some acknowledgment!

In this issue, we'll fill you in on **Mortimer and the Riddles of the Medallion**, our first title developed especially for kids, and a new action-adventure game called **Calia 2095** from the people who helped to bring you **X-Wing**, **TIE Fighter** and the STAR WARS Super Nintendo series. You'll get a behind-the-scenes look at one of our most highly anticipated titles ever, **Rebel Assault II**, as well as info on Indiana Jones' newest digital adventure. Finally, we'll give you some insight into a LucasArts rite of passage for all our games — the pizza orgy, which was held recently for **The Dig** as the game reaches the home stretch of its development. And, of course, you'll find all of our regular features, including Quick Takes, Techie Bench, LucasWho?, our Sam & Max comic and the LucasArts Company Store.



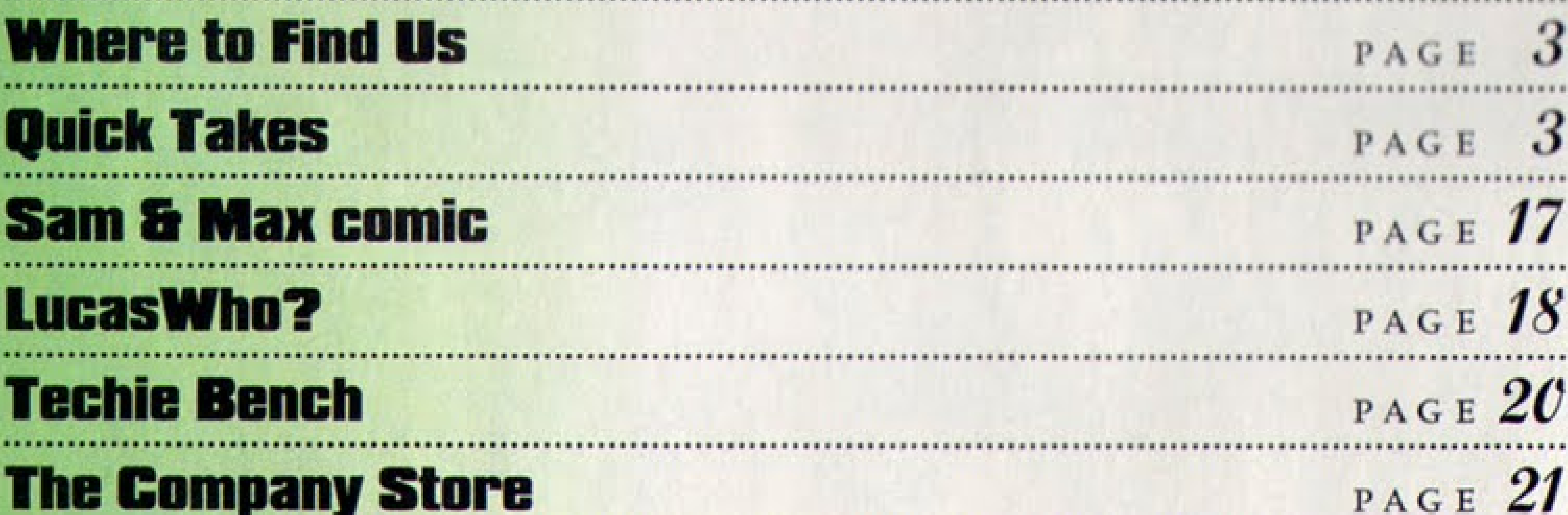
Happy adventuring,
Sue "trying to come up with interesting things about 11" Seserman
Editor-in-Chief

TABLE OF CONTENTS

Special Features

Adventurer Regulars







THE LUCASARTS ARCHIVES™ CRAMS SIX INCREDIBLE CDS INTO ONE PACKAGE

When it comes to great CD-ROM gaming, LucasArts delivers. This summer we'll release six CDs in one awesome combination package: **The LucasArts Archives Vol. I.** The titles include classic award-winning games, new products and a special Super Sampler bonus. **The LucasArts Archives** — a $150 value if you were to purchase the products separately — will retail for only $29.95.

The LucasArts Archives features a trio of our top adventure games: Indiana **Jones and the Fate of Atlantis,™ Day of the Tentacle™** and **Sam & Max Hit the Road.™** In **Fate of Atlantis,** you guide Indy, famed archaeologist/explorer, as he attempts to discover the fabled lost city of Atlantis before the Nazis unleash its power for evil. In **Day of the Tentacle**, the critically acclaimed sequel to the LucasArts' classic **Maniac Mansion,®** you join Bernard, Hoagie and Laverne in a hilarious rush to save the world from Dr. Fred Edison's mutant pet tentacles. Sam & Max takes you on a wild road trip as the notorious "freelance police" attempt to crack their toughest case yet. All three games feature full voice.

Rebel Assault Special Edition presents three levels of this best-selling action game, and **Star Wars Screen Entertainment™** (Windows version) is the most entertaining screen saver

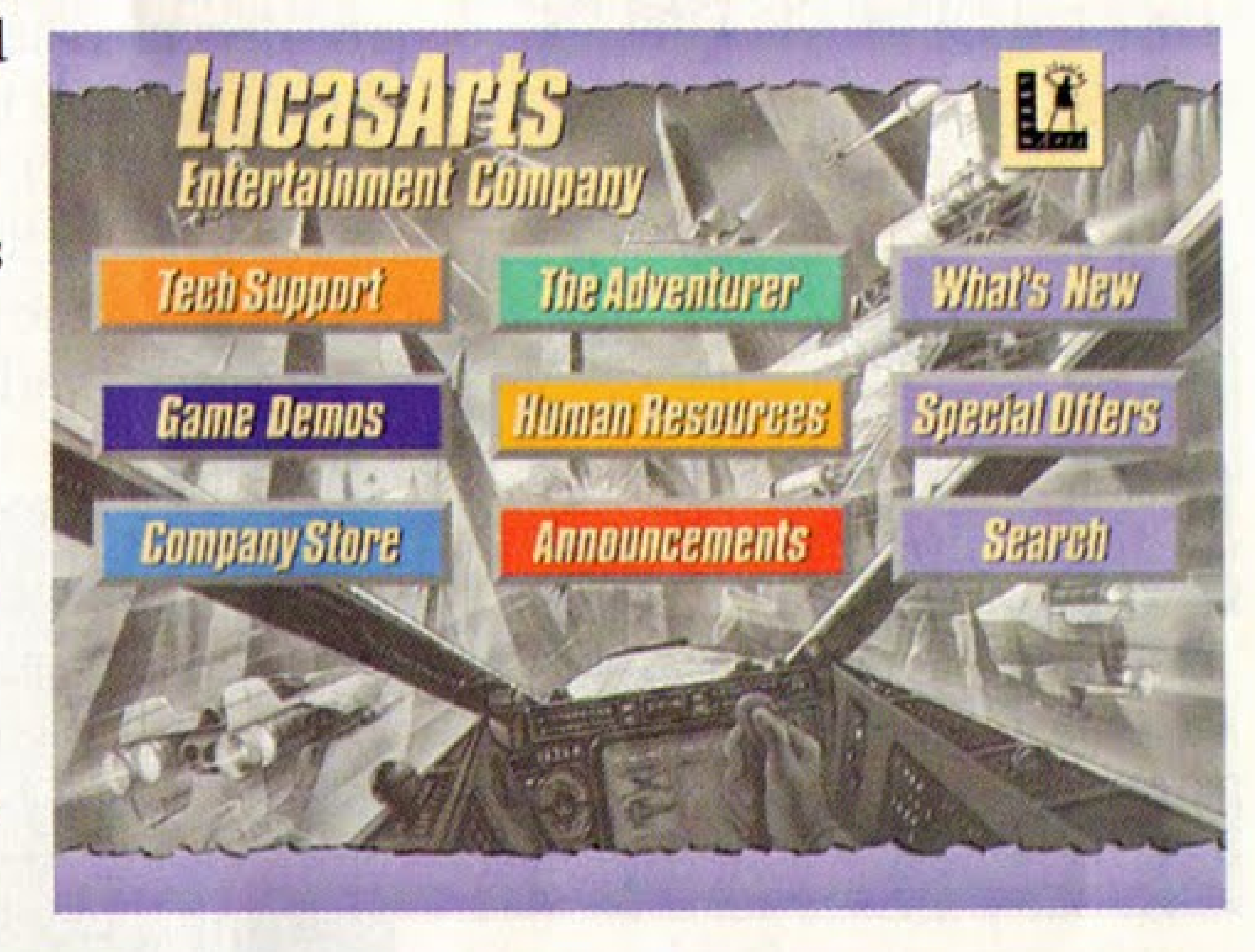


you'll ever install. It even has a special message from George Lucas about the next trilogy. Finally, the Super CD Sampler includes fully playable demos of **Full Throttle,™ Dark Forces™** and **The Dig**, plus sneak peeks at upcoming titles like the highly anticipated **Rebel Assault II.** All titles in **The LucasArts Archives** are 100% PC CD-ROM compatible.

LUCASARTS CREATES TSUNAMI FOR INTERNET SURFERS

With hit titles such as **X-Wing,™ TIE Fighter,™ Rebel Assault,** and now **Dark Forces,** gamers have had an opportunity to explore the outer reaches of the STAR WARS galaxy first-hand. Now LucasArts is developing a new "space" for gamers to explore — cyberspace! This summer, we'll go live with our own World Wide Web site. The custom-designed web site will give

LucasArts' home page.



Where to Find Us

ONLINE

CompuServe
Game Publishers Forum A
(GO GAMAPUB)
section 7
Or send e-mail to ID# 75300,454

America Online
Keyword "LucasArts"
Or send e-mail to LUCASARTS3

Internet E-Mail
75300.454@compuserve.com
Or send e-mail to
LucasArts3@AOL.com

Technical Support BBS
(415) 257-3070
Starting October 1, 1995, please call (415) 507-0400

AT WORK

Hint Line
1-900-740-JEDI
(Callers must be 18+ or have parent's permission. Each call costs 75 cents/minute)

Technical Support
(415) 507-4545 (regular toll line)

Technical Support Fax
(415) 507-0300

Product Support Mailing Address
P.O. Box 10307
San Rafael, CA 94912

COMPANY STORE

1-800-867-0413
International: (408) 642-0212
Fax: (408) 644-2025
Mailing Address:
P.O. Box 4976, Salinas, CA 93912

net surfers an opportunity to navigate LucasArts' ever-expanding universe. Plans call for the web site to offer access to a wide variety of continually updated information, including a merchandise catalog, technical support, company news, human resources listings, product demos and *The Adventurer*.

As you may already know, you currently can find LucasArts on several on-line service providers, including CompuServe, America On-line, internet e-mail and our own BBS. For details on how to reach us at these locations, check out "Where to Find Us" on page 3.



The Adventurer

NUMBER 10 SUMMER 1995

Editor-in-Chief Sue Seserman

Art Director Mark Shepard

Techie Bench Editor Mara Kaehn

Cover Illustration by Steve Purcell

Company Store Editor Gail Rubino

Print Production Carolyn Knutson

Special thanks to George Lucas

The Adventurer is published by LucasArts Entertainment Company, P.O. Box 10307, San Rafael, CA, 94912.

LUCASARTS LAUNCHES BIG MAC ATTACK

Before the end of 1995, LucasArts will release an impressive line-up of new games for Macintosh CD-ROM. The all-star titles include **Dark Forces, Full Throttle** and **X-Wing Collector's CD-ROM**™.

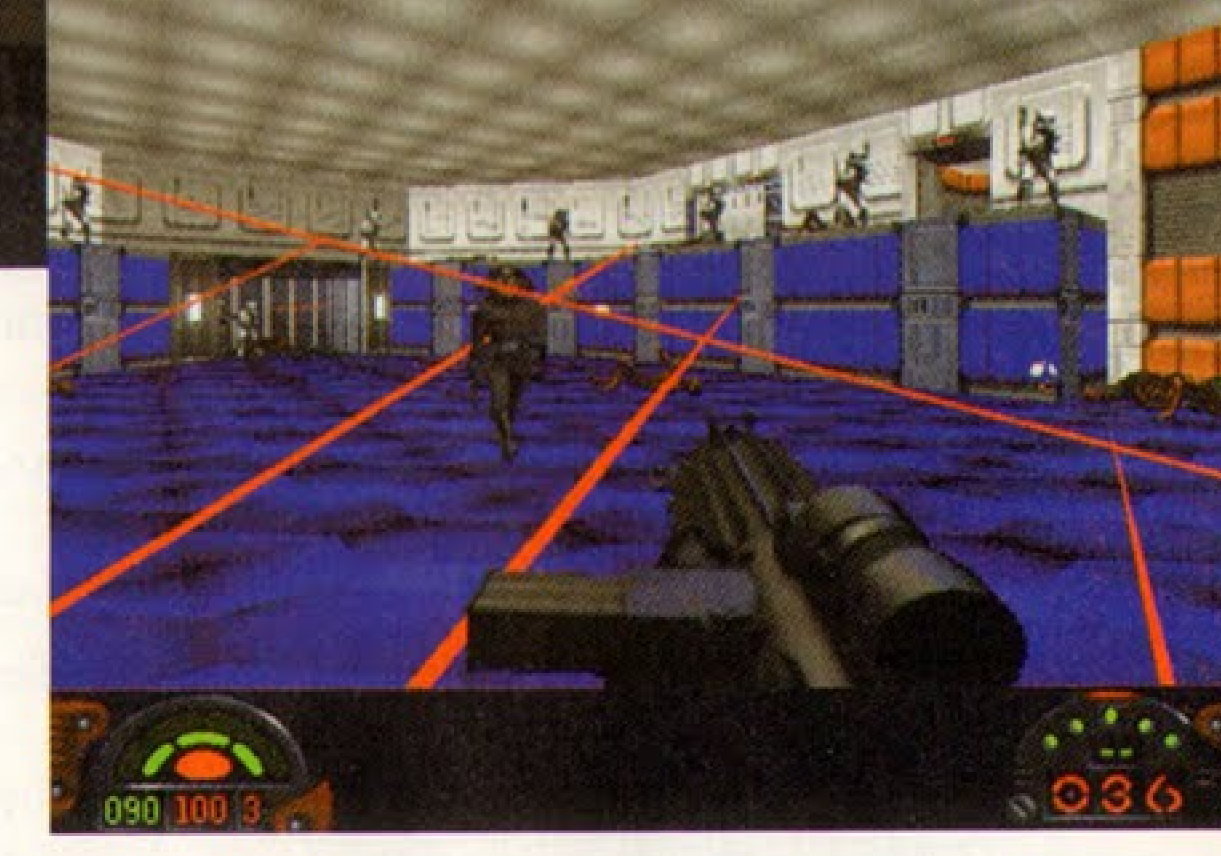
STAR WARS adventure **Dark Forces** drops you into the boots of mercenary for hire, Kyle Katarn. Initially charged with retrieving the Death Star plans from an Imperial base, Kyle subsequently is employed by the Rebel Alliance to seek out and destroy a new, deadly threat: the dark troopers. This 3D, first-person action game hits the streets in late spring of 1995.

It's a big, bad world filled with big, bad bikes and big, bad gangs — all on your big, bad Mac. **Full Throttle** casts you as Ben, the leader of a motorcycle gang who is framed for a brutal murder. On the run from the law and from the greedy "suits" who'd like to see Ben wind up as road kill, you must win the allegiance of the victim's rebellious daughter, free your gang from jail and reveal the true killer. **Full Throttle** for Mac CD will be available in summer of 1995.

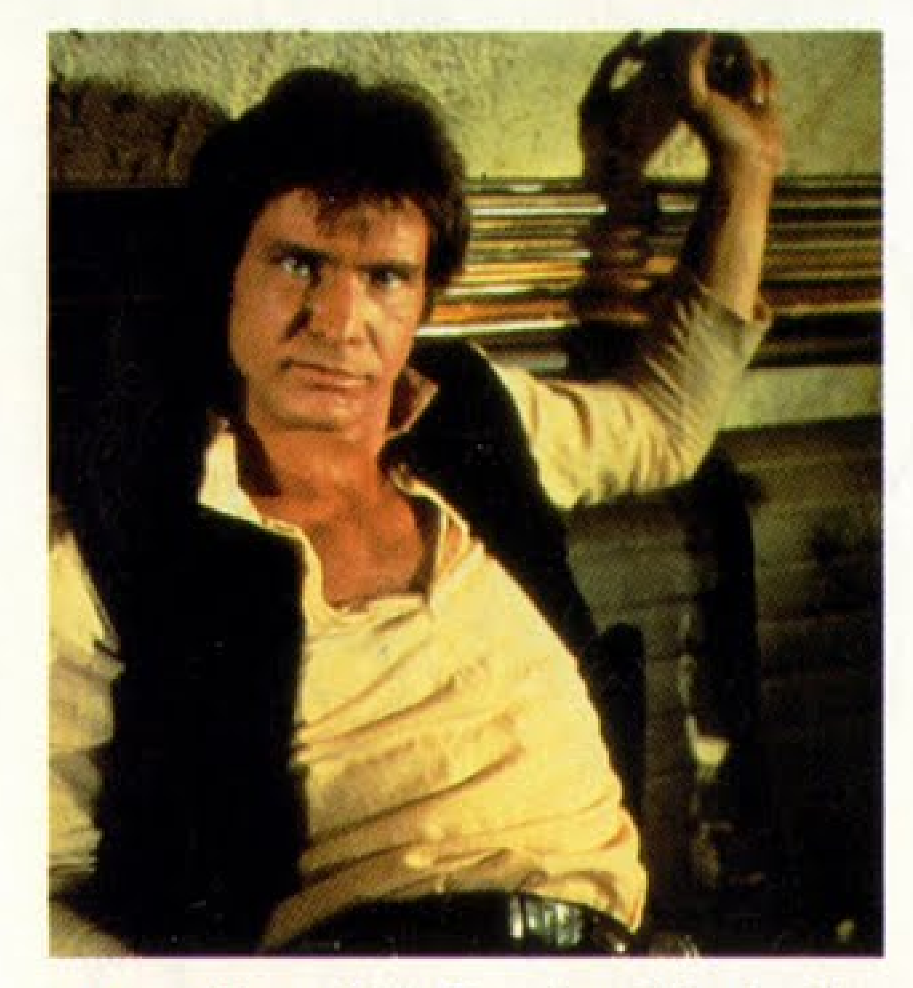
X-Wing Collector's CD-ROM puts the fate of the galaxy in your hands. You're a new recruit for the Rebel Alliance charged with battling Darth Vader's Imperial fleet. This STAR WARS space combat simulator balances in-flight action, compelling story and strategic mission planning. Look for **X-Wing Collector's CD-ROM** for the Mac in fall of 1995.

STAR WARS SPECIAL EDITION CELEBRATES FILM'S 20TH ANNIVERSARY

Lucasfilm and Twentieth Century Fox will distribute a Special Edition of the original STAR WARS movie for worldwide theatrical release in 1997, twenty years after the film's first release in 1977. The Special Edition will feature previously unreleased footage,



Dark Forces for Mac CD has new hi-res graphics.



Han Solo and his friends will be back on the big screen in 1997.

new digital special effects and a digitally remastered soundtrack.

The recent breakthroughs in computer graphics developed by the special effects wizards at Industrial Light & Magic will be used by George Lucas to create moving, breathing creatures outside the cantina in the city of Mos Eisley and in the Tatooine Desert, as well as a host of new vehicles and droids.

"The digital technology that ILM pioneered in films like JURASSIC PARK and FORREST GUMP allows me to revise a few scenes which will bring the movie closer to my original vision," said George Lucas. The technology also will allow Lucas to complete the scene in which Han Solo confronts Jabba the Hutt, partially filmed in 1976, but not included in the original film. The new work adds approximately four minutes to the movie.

BIG BAD BIKES, BIG BAD GANGS, BIG BAD WORLD... BIG BAD PARTY

LucasArts revved up for the launch of its action-packed biker adventure **Full Throttle** with a press event and company wrap party at the equally atmospheric DNA Lounge in San Francisco in April. Members of the media met the **Full Throttle** development team. Also on hand were Roy Conrad, the voice of **Full Throttle**'s hero Ben, and Mark Hamill, who portrays the game's greedy, corporate villain Adrian Ripburger. The party showcased a performance by The Gone Jackals, the San Francisco-based biker band that provides original rock and roll music for the game's soundtrack.



Full Throttle biker band, The Gone Jackals

Although **Full Throttle** has only recently hit the streets, the game already has attracted miles of praise from the media, garnering cover stories in *Computer Gaming World* and *Computer Player*. *Forbes* has chimed in as well, predicting superstar status for Ben and comparing him to such "strong, silent he-men" as Clint Eastwood. Not bad for someone who can't qualify for a Screen Actors Guild membership card. Yet.

LUCASARTS... ONE BIG HAPPY FAMILY

What has more than 300 eyes, 600 limbs, 412 mice and 26 yo-yos? That would be the employees at LucasArts. It wasn't too long ago that we all gathered for company-wide meetings in one (albeit large) office. Today, between our designers, artists, programmers, technicians, testers, sound designers, marketers, accountants and managers, we fill up three different buildings. Distance may make the heart grow fonder, but it can sometimes make doing business a little tricky!

To remedy the situation, this summer LucasArts is moving its headquarters. Our new digs will be about ten minutes from our current Marin County, California location and will be big enough to house the whole crew under one roof.

"Interactivity is not only a crucial component of our games," said LucasArts' Director of Talent, Kathryn "KC" Ringewald. "It's also critical to encouraging communication and creativity."

The interior's design is centered around project teams, so the proximity between team members can spark creativity and productivity. Also, groups that need to work together will be near each other, such as quality assurance and product support. Exciting facilities in the new building include a state-of-the-art recording studio, advanced video capabilities and our own blue screen stage. ESC

LucasArts Takes Young Gamers on the Flight of Their Lives in

• BY TOM BYRON •

The day begins normally enough. Sid and Sally are in their yard playing catch with their dog Scout when a skinny calico catches Scout's attention. Suddenly, finding the cat more appealing than a tennis ball, Scout takes up chase and both animals plunge into a nearby bush. After a few minutes, neither Scout nor Raffles, the cat, emerges from the foliage.

It doesn't take long for Sid and Sally to figure out something's wrong. Quickly, they jump into the bush in pursuit of their dog. When they exit on the other side, what they find is definitely not the neighbors' backyard. Before them stands Scout and Raffles — frozen in their tracks! And towering high into the clouds stands a great mushroom — with a door and windows! Where are they?

Mortimer and the Riddles of the Medallion

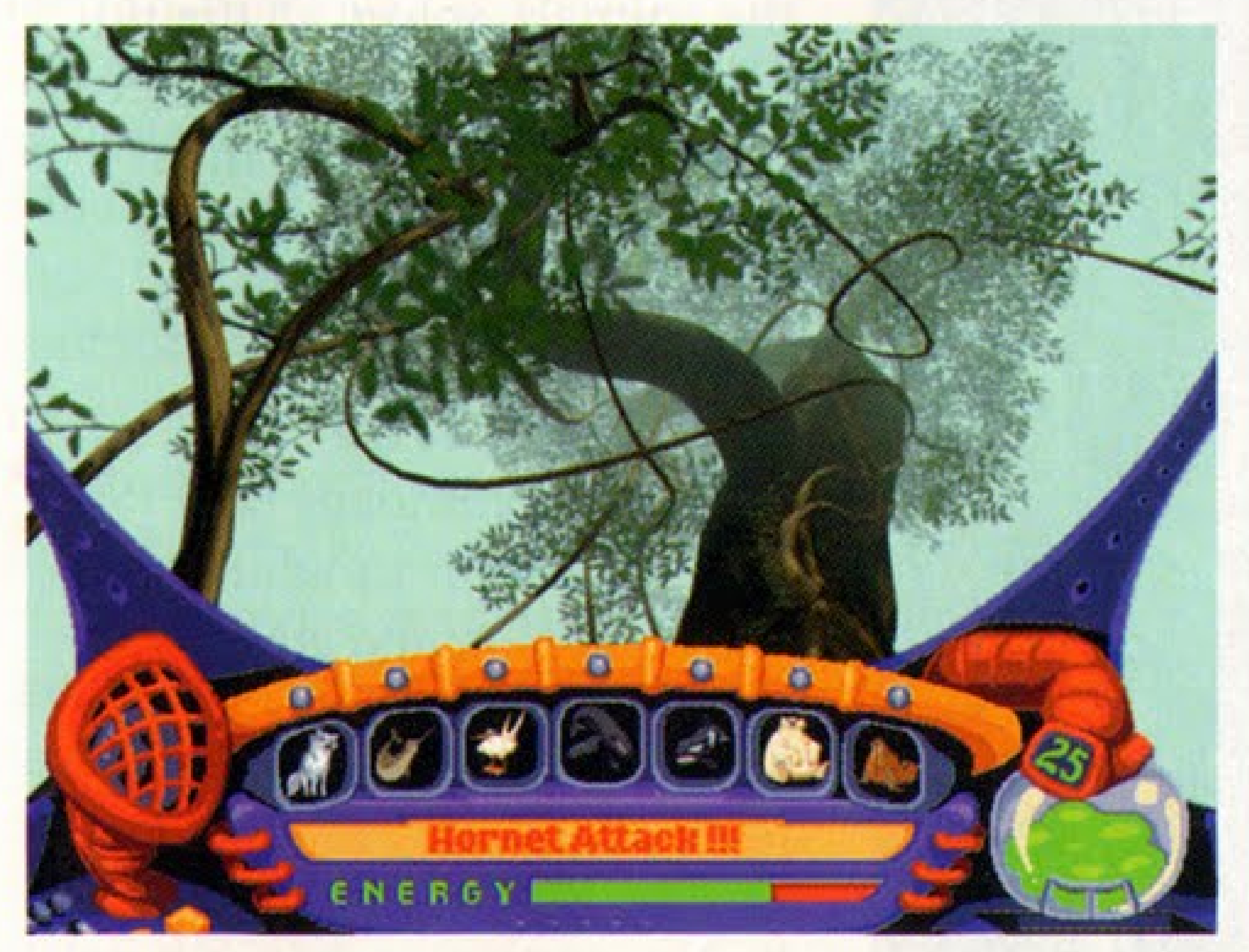
So begins the modern day fairy tale of **Mortimer and the Riddles of the Medallion.** So too, begins LucasArts' foray into the early entertainment market. Targeted to the 5-9 age group, **Mortimer** combines action and discovery with delightful characters and vivid settings. The game is due out this fall for the Windows and Macintosh CD-ROM platforms.

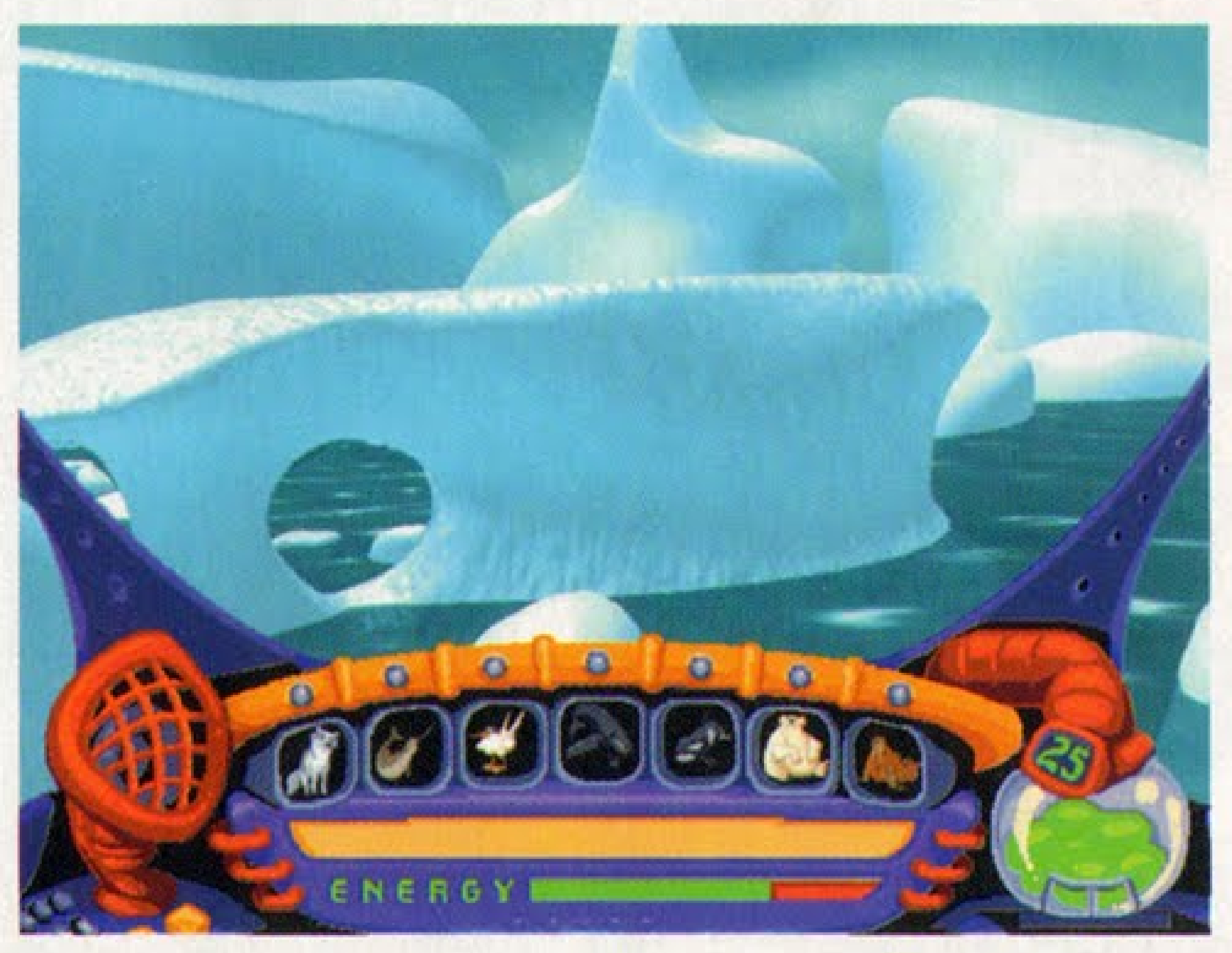
The Adventure Begins

The evil Lodius has stolen a magical medallion from his former mentor, the kindly Professor Lazlow. Because its magic was intended only for good deeds, the medallion explodes into seven pieces that scatter around the world — but not before Lodius uses the medallion to steal all the power from the animals and turn them into statues. It's up to Sid and Sally and a very special (and very large) flying snail named Mortimer to unfreeze the animals and find all seven pieces of the medallion before Lodius can cause any more trouble. But they have to act quickly, because if the animals aren't freed within 24 hours, they'll remain frozen forever.

In the race to save the animals, players choose to be either Sid or Sally. With one piece of the medallion they have already found, they hop into Mortimer's super-charged, deluxe shell of surprises. The first surprise is that Mortimer's shell transforms into a cockpit and players are suddenly able to fly.

Sid, Sally and Mortimer's task is to travel to different areas of the world where animals have been turned into statues. Players zoom through different 3D worlds, including the icy arctic, the wide savanna, the harsh desert and the wooded Timberland. As players zip through clouds and over mountains and tree tops, they must free the animals from their frozen state. To save them, they point the patented "Revitascope" at a partic-





You'll find grizzly bears and eagles in the forest mountain area. You can learn about the animals you've saved by selecting them in Mortimer's cockpit.



ular animal and zap it back to life.

As each animal is freed, players receive a certain number of "glowstones." After saving the animals in one world, Mortimer finds a gate that guards the next world. To get through the gate, players must successfully solve a riddle, the answer to which is the name of an animal that has been freed. One of the riddles goes like this:

My hat falls off in snow
But when the warm winds blow
A brand new brim
With a fuzzy trim
Again begins to grow

When players solve the riddle they get a shiny new piece of the medallion, bringing them one step closer to their goal. To help players solve the riddle, there is a set of clue buttons available. Players can use the buttons on a panel in Mortimer's shell to "talk" to the animals and find out what makes them tick. Two-dimensional animation and live-action footage of the animals in their habitats enhance the interview experience.

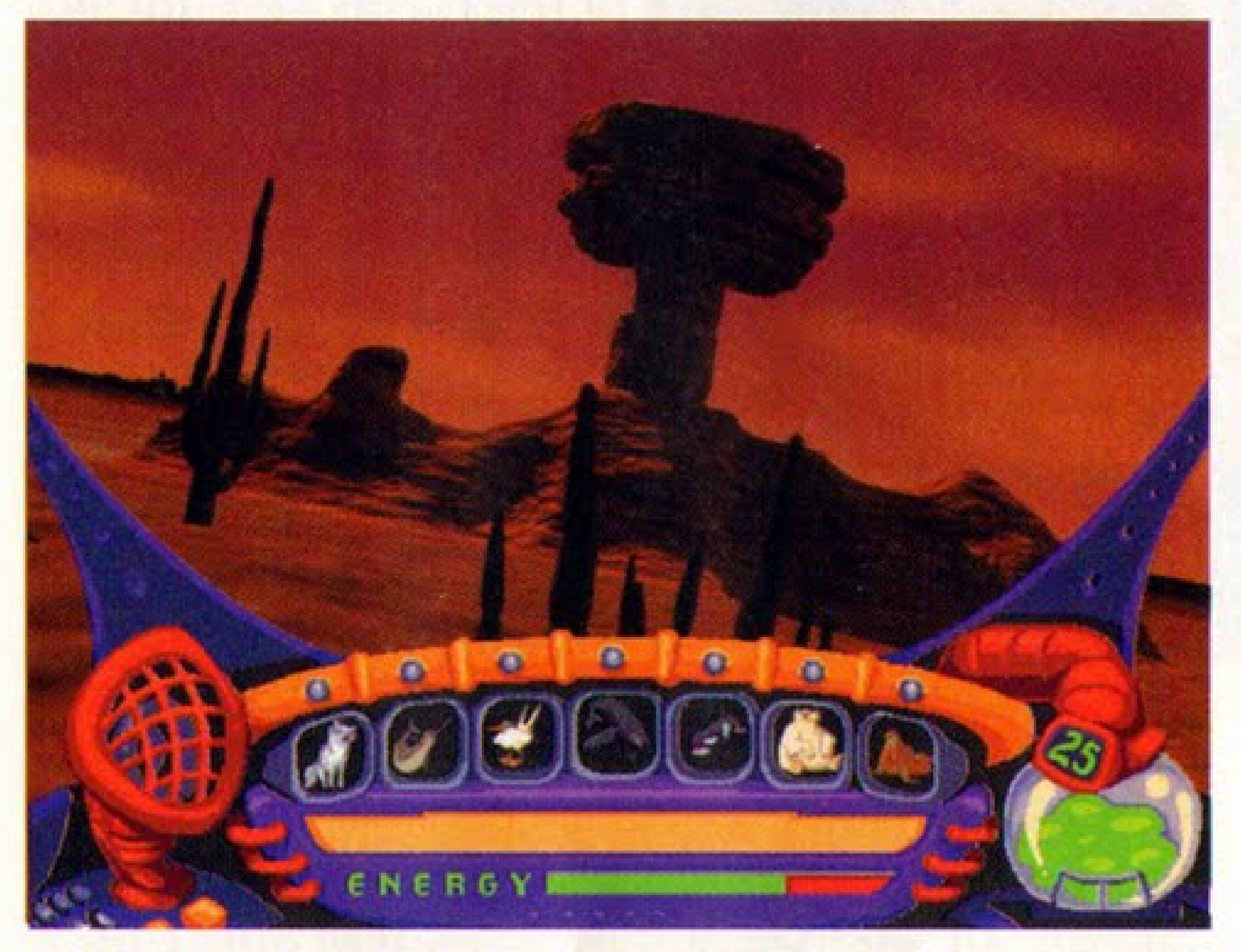
Once players have freed all the animals, solved all the riddles and gathered all the pieces of the medallion, they must face Lodius in the final confrontation — yikes!

Following the Mortimer Trail

From a company best known for its adult-targeted action and adventure games, **Mortimer** may seem a bit of a departure for LucasArts. But an appealing story with

Professor Lazlow's mushroom headquarters is where the adventure begins.





The hot desert is home to coyotes and rattlers.

memorable characters and strong gameplay against a backdrop of stunning high-resolution graphics and engaging sound and music, makes **Mortimer** a natural extension of the proven LucasArts magic.

"**Mortimer** is a fairy tale," said Project Leader Collette Michaud. "It's filled with characters and situations children will find magical and appealing." Collette has managed the project from concept through design and will continue to the day the product ships to stores. But as she tells it, **Mortimer** has been in the works much longer than the official start date of May 1994.

"I've always wanted to develop a game that lets children have lots of fun and that secretly teaches them something along the way," said Collette. "In **Mortimer**, children discover all sorts of facts about a variety of animals, while actually flying through different worlds. Hopefully, children will find it captivating."

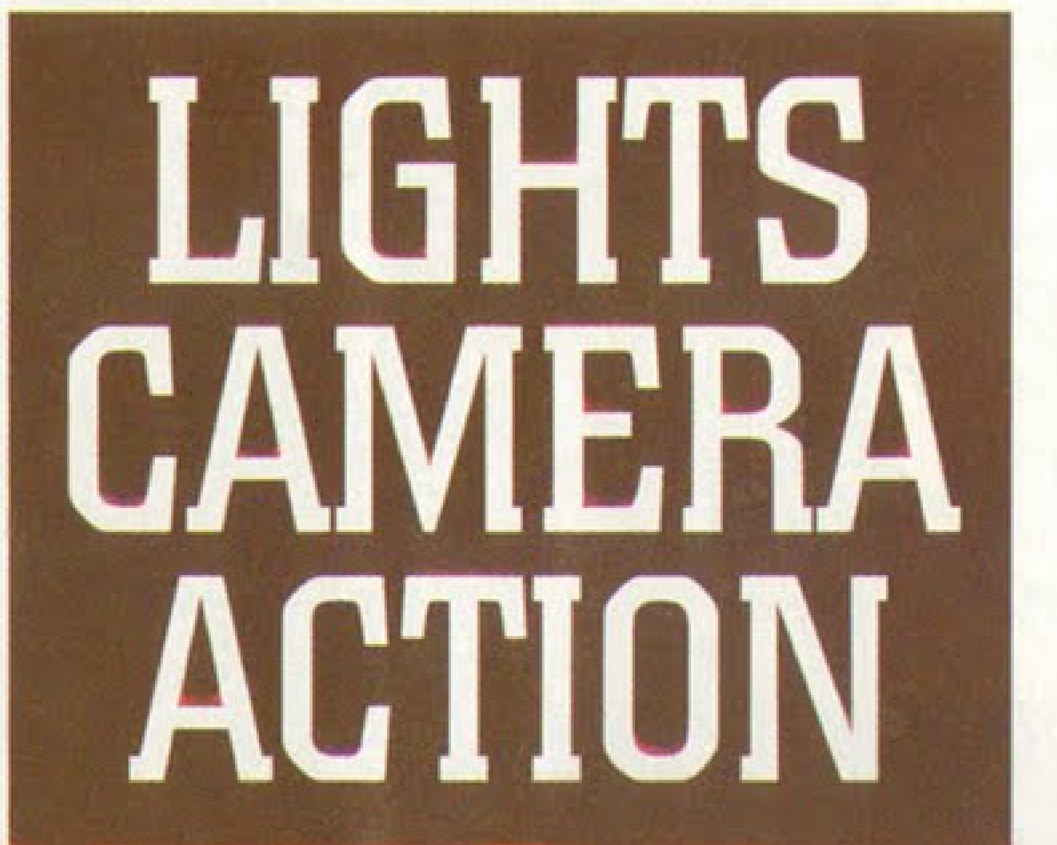
Giving players the ability to fly is one of the features that makes **Mortimer** so exciting. Based on LucasArts' celebrated **Rebel Assault** engine, **Mortimer**'s flight component lets children zoom through virtual worlds where not even the sky seems to be the limit. "Ever since I was five years old, I've fantasized about flying," said Collette. "I think it's an ability every child wishes for at one time or another. We may not be able to supply the wings, but **Mortimer** is the next best thing."

The Making of Mortimer

Like any game, there are many faces attached to the **Mortimer** project, from programmers to artists to writers. Even the game's design was very much a collaborative effort that included LucasArts' Casey Donahue-Ackley, Gwen Musengwa and Steve Purcell.

Collette cited two legendary names as sources of inspiration. "Hal Barwood (creator of **Indiana Jones and the Fate of Atlantis**) is a great storyteller. He gave me marvelous story advice and inspired me to think about things in different ways." Collette also feels she owes a debt of gratitude to George Lucas, who has been very active in the field of education. "**Mortimer** might not have happened without George's commitment to children's education."

So, the big question is, why a giant snail as the main character? "When I was younger, I was always fascinated with snails and their shells and the endless mysteries the shell seemed to hold," said Collette. "With all the possibilities a shell offered for weird stuff popping out, like wings and propellors, Mortimer couldn't be anything but a snail." ESC



REBEL ASSAULT II

BY SUE SESERMAN

It was a momentous occasion — the cameras were rolling, the lights were glaring, the clapboard was snapping, the director was creating, the actors were emoting, and the PA's were hopping. Rebel pilots and stormtroopers were navigating starfighters, engaging enemies and commandeering corridors. Filming had begun on one of STAR WARS' most eagerly anticipated sequels: **Rebel Assault II.**

Like its predecessor, **Rebel Assault II** is an action-arcade game set in the STAR WARS universe. Unlike the first game, **Rebel II** features a completely original story and live-action video, as well as improved game play and a technologically enhanced game engine.

Rebel II focuses on two characters introduced in the original game, Rookie One and Ru Murleen. In **Rebel Assault**, they appeared as animated characters based on studies of real people. In **Rebel II**, all the characters in the game are played by professional actors who were videotaped against a blue screen while performing their lines in authentic STAR WARS costumes with actual props from the movies. Most of the background settings, however, exist only as computer-generated 3D models. The actors and backgrounds are being composited on computers in post-production, along with computer-generated special effects, to create the final shots.

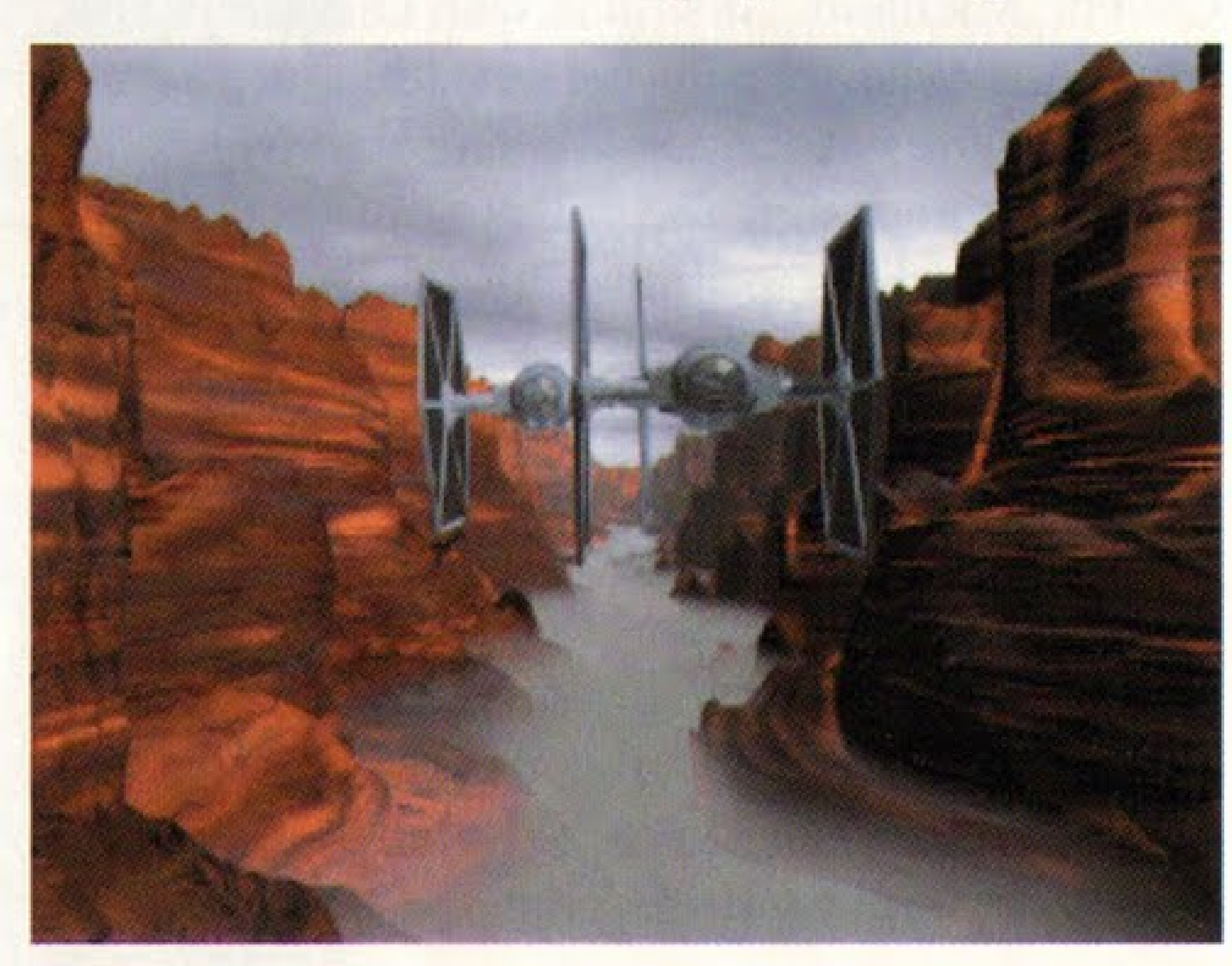
"This is the first time George Lucas has let anyone else film a live action STAR WARS fantasy," said Project Leader Vince Lee. "So it's really an honor to be making this game — and it really better be good!"

A New Star Wars Story

Rebel Assault loosely followed the plot of STAR WARS, culminating in the destruction of the Death Star. **Rebel II** covers new ground, following Rookie One into a series of adventures replete with new characters, technologies and locations.

The story opens in the vicinity of the Dreighton Nebula, where Rookie One is part of a Rebel scouting patrol. He's investigating recent disappearances of Rebel spacecraft near Dreighton, a galactic equivalent to the Bermuda Triangle. Legends of the region go back to the days when early hyperspace travelers lost their bearings and disappeared in the currents, eddies and storms in the nebula. During the Clone Wars, two opposing combat fleets, at the height of battle, were swallowed up by the Dreighton





Rebel II actors were videotaped against a blue screen and composited into computer generated 3D backgrounds.

Nebula, leaving it as the battle's only true victor. Now, pilots uneasily joke about the ghosts of those squadrons still roaming the nebula, eager to attack any vessel foolish enough to wander by.

Rookie One responds to a distress call coming from a ship in the nebula. Once there, he discovers an Imperial presence — odd, since the region is not thought to have any strategic value. As the story progresses, it becomes clear that the Empire is somehow responsible for the area's history of mysterious disappearances. The Rebels suspect a new weapon — and a growing new Imperial plot against the Rebel Alliance.

Thrilling Game Play

During the game, Rookie One faces a series of challenges as he struggles to discover, and ultimately defeat, the Imperial threat. Gameplay in **Rebel II** features much of the action-oriented shooting and flying of the first game, following three basic models: hand-to-hand combat, flight maneuvering and cockpit combat. Rookie One pilots various starfighters, a speeder bike and even the *Millennium Falcon* while battling TIE fighters, stormtroopers and a Star Destroyer. He also encounters minefields, vast Imperial military and industrial complexes and asteroid fields.

Ground combat with stormtroopers is more treacherous than ever. While good aim and quick reflexes are still key to survival, this time around Rookie One must avoid stormtrooper fire by dodging behind available shields. In flight segments, the player navigates Rookie One's ship through foreign landscapes and exotic terrain. Cockpit combat pits Rookie One against enemy targets, all while avoiding collisions with ships, machinery and space debris.

"We have so much more technology available to us than we did with the first game. **Rebel II** will really be like playing a STAR WARS movie," said Vince. "That, combined with an original story and improved game play, should make **Rebel II** a worthy sequel." ESC





Pepperoni Marks the Spot as THE DIG Nears Release

by SUE SESERMAN

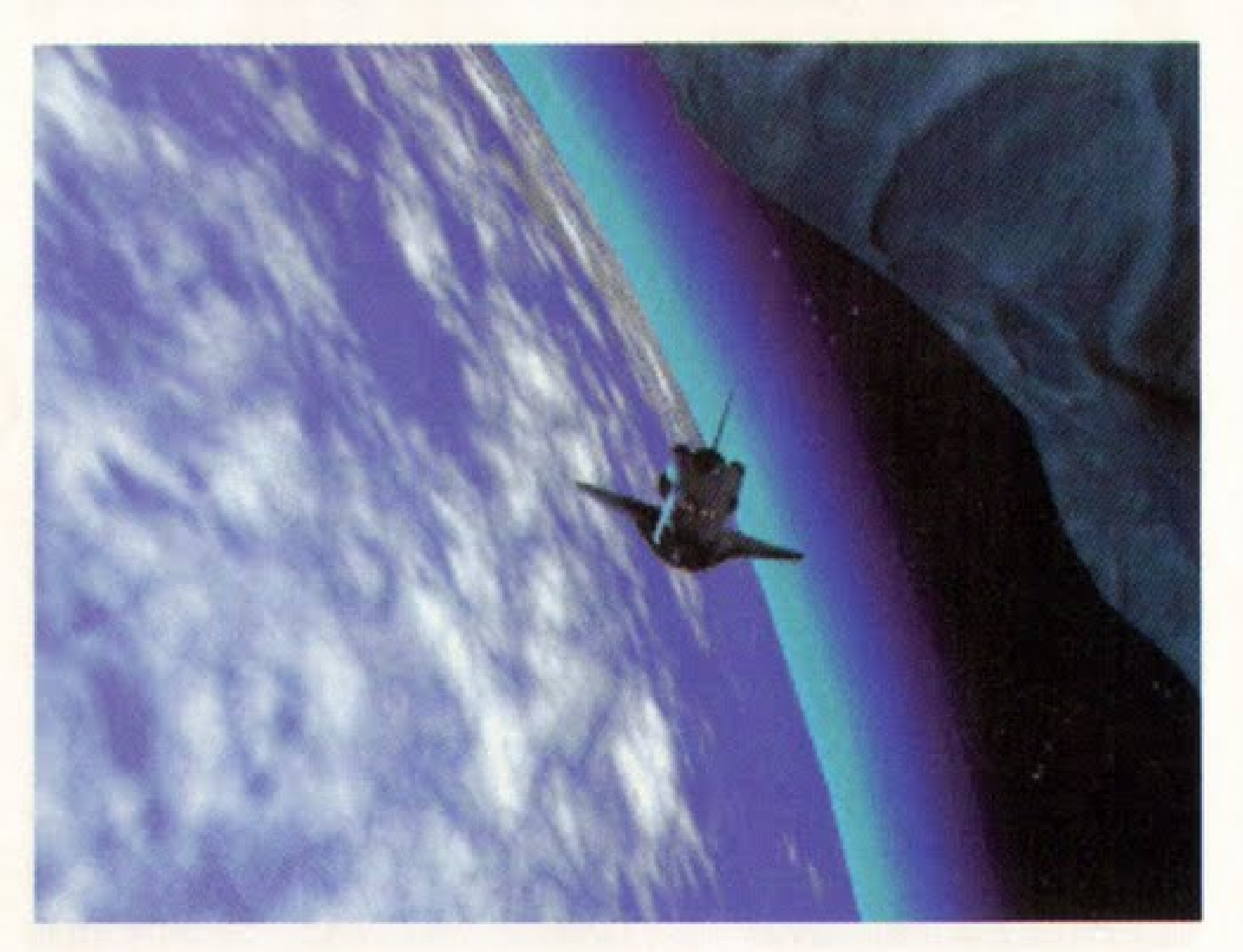
It was 7 p.m. Classical music floated from speakers. Alien landscapes filled computer screens. The aroma of tomato sauce and mozzarella permeated the air. About 70 LucasArts employees were partaking in a tradition that's been around so long, no one can remember how it got started — the pizza orgy. And this pizza orgy was particularly special because it marked the beginning of the home stretch for **The Dig**, LucasArts' expansive science fiction tale about a team of space explorers who become stranded on a mysterious alien planet. **The Dig** will be available this fall.

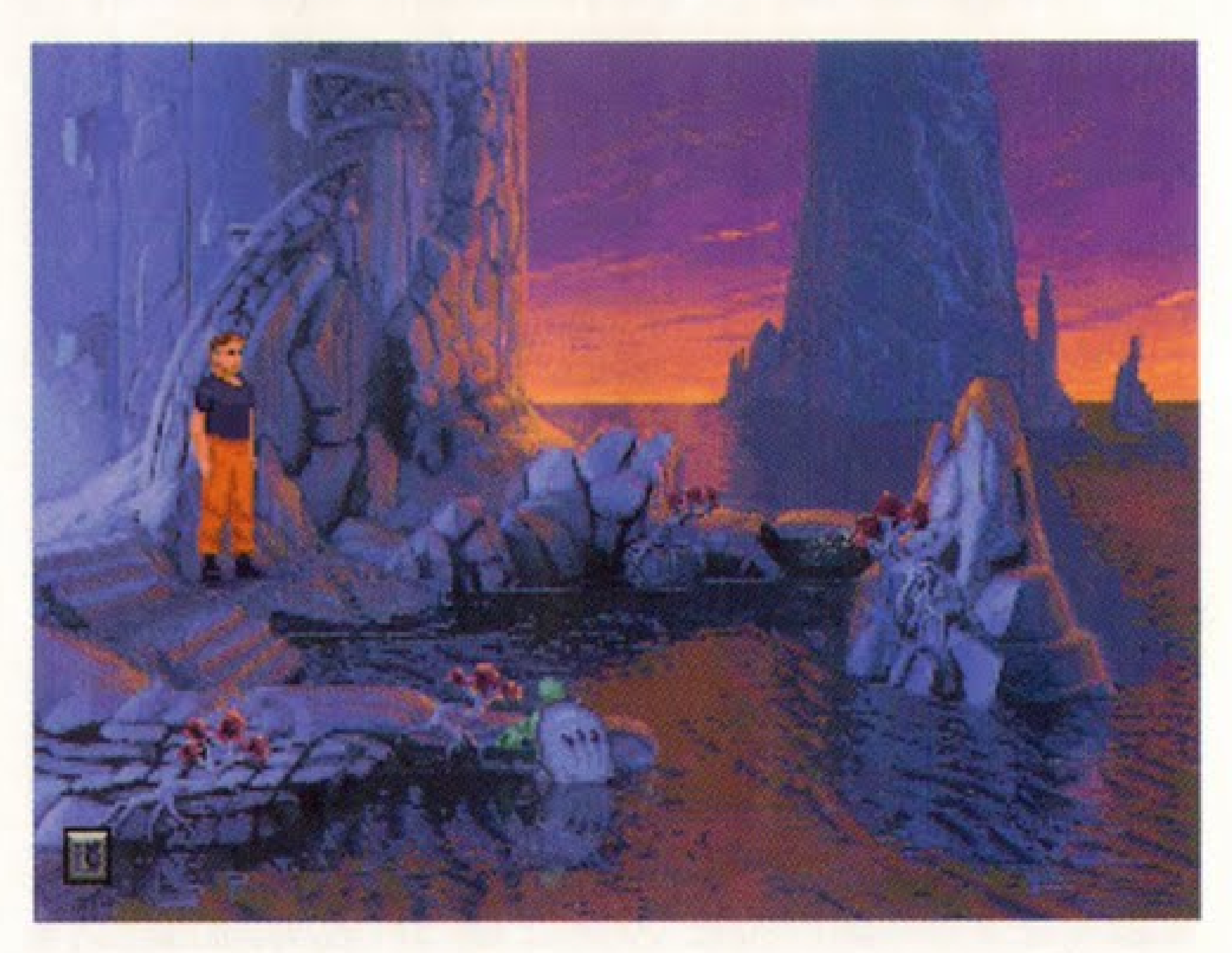
THE ORGY

A pizza orgy gives the company a chance to play a game before it's released and give feedback to the development team — all while munching on pizza and, occasionally, M&M's.

"A pizza orgy is like a dress rehearsal," said Project Leader Sean Clark. "It takes place early enough where changes can be made, but late enough where the game will make sense to people playing it. At the time of our pizza orgy, **The Dig** was completely playable, but still needed polish."

Sean's goal for the evening was to get as much feedback as possible about the game. He wanted reactions to the interface, art style and





puzzle complexity. He wanted to determine if the game's story was clearly communicated, if players were motivated to move through the game and if people were getting lost or stuck anywhere.

"When you're working so closely with a game for so long, you can lose sight of the game playing experience," said Sean. "I wanted to make sure the game was still fun and compelling."

Sean Clark

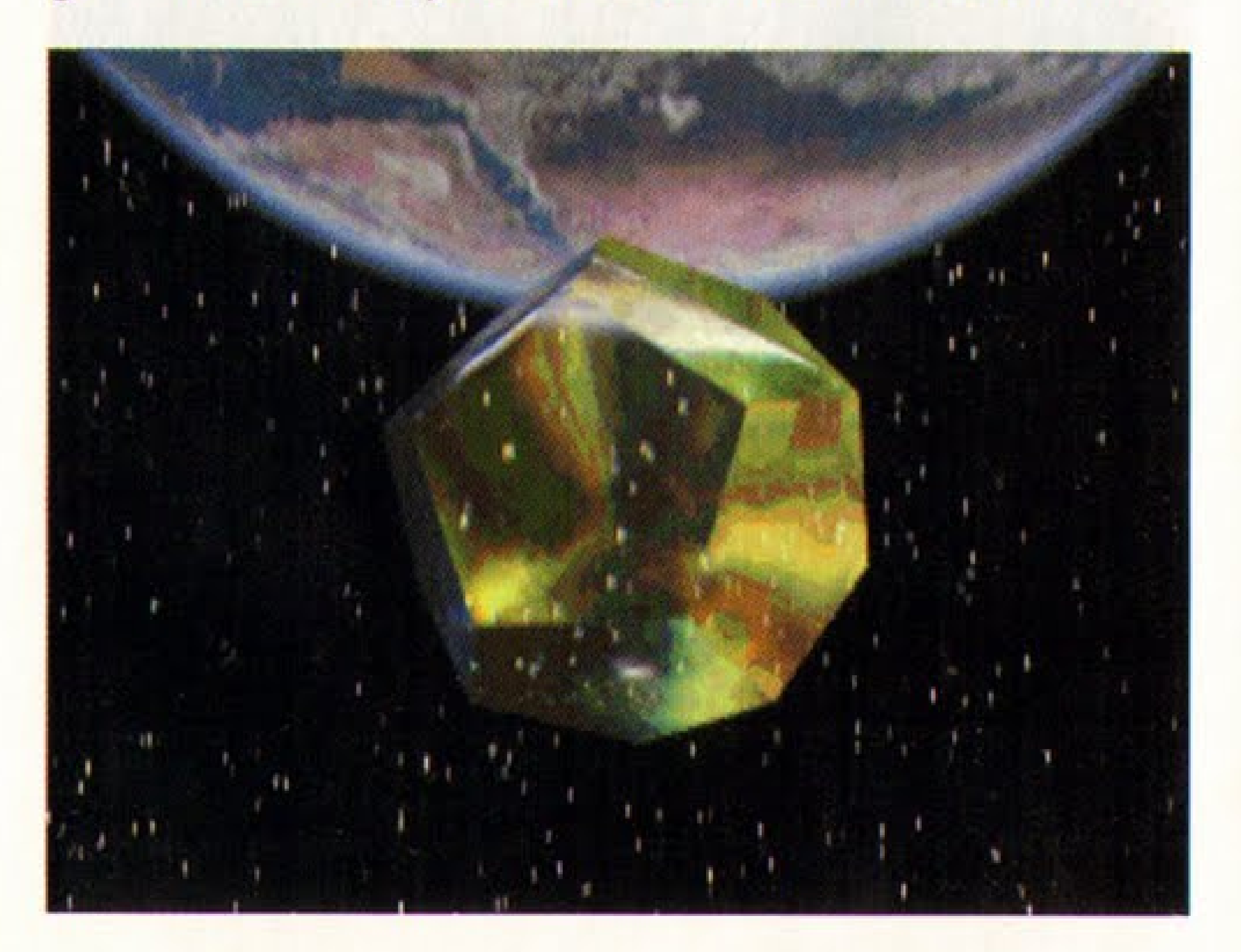
What was the feedback on **The Dig**? Sean reports that, overall, it was very positive. "People especially liked the story and how the puzzles were naturally woven into the story," he said. "They generally liked the interface, but we paid close attention to where they got hung up in it; where it wasn't natural to them. As a result, we simplified the interface, making adjusting to it easier. In the past, it seemed players wanted a slew of verbs to manipulate — open, look at, use, walk to and so forth. The trend now is to make the interface smarter so people don't have to get bogged down in choosing the right verb combination. Instead they can focus on playing the game. The interface shouldn't stand between the player and the game experience."

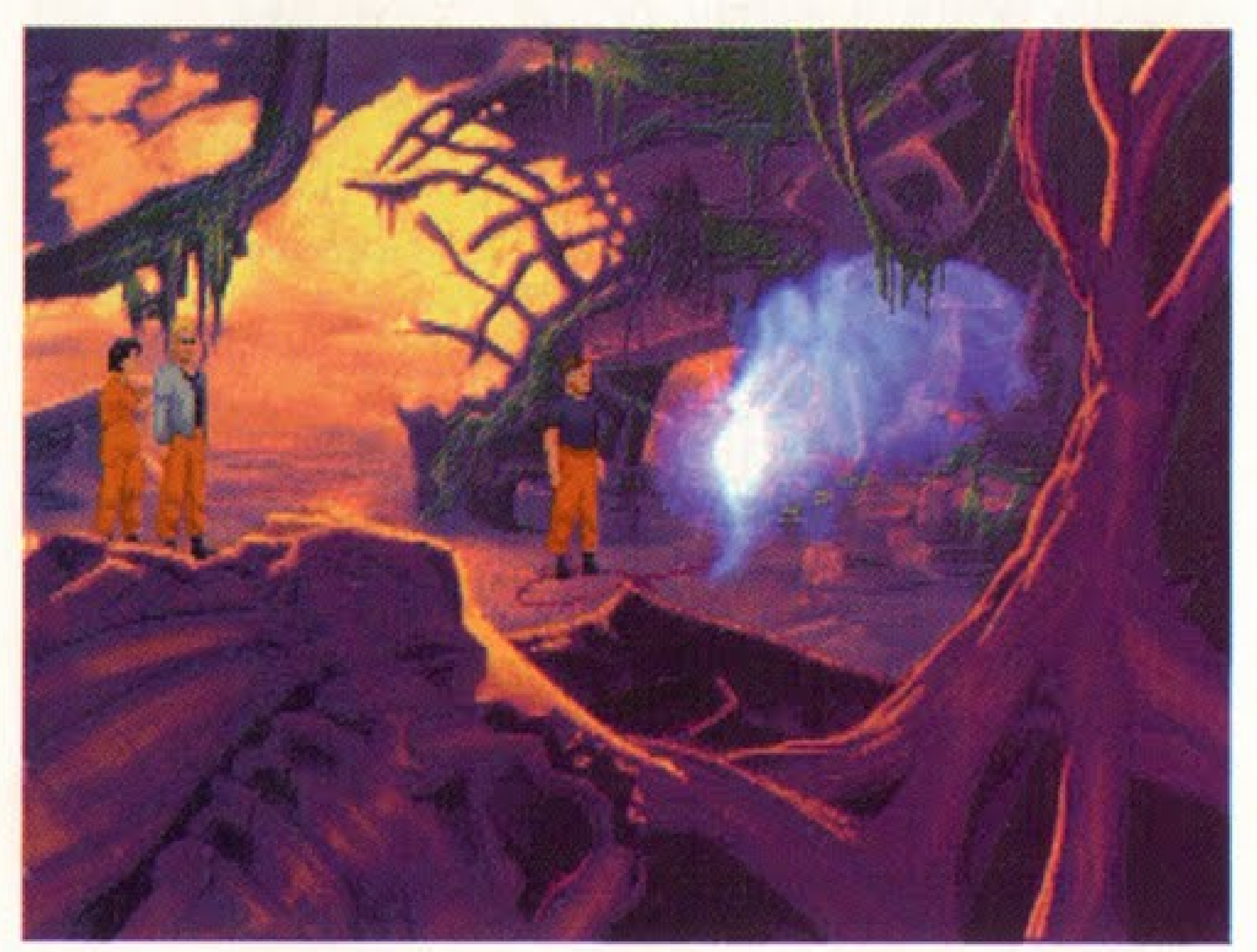
THE GAME EXPERIENCE

Armed with Steven Spielberg's vision of a game that conveyed the alien feel of Forbidden Planet and the fallible humanity of The Treasure of the Sierra Madre, Sean set to work on **The Dig** about a year ago. The result is a riveting game experience, offering an original science fiction story for interactive entertainment with depth and relevance.

Your alter ego is Commander Boston Low, a NASA veteran who leads a team of two — geologist, Ludger Brink, and journalist, Maggie Robbins — on what should be a routine mission: (1) blast an asteroid in an unstable orbit around Earth into a stable rotation; (2) become a hero. Unfortunately, you don't make it home for the parade in your honor. The asteroid transforms into an alien spaceship, and you and your team are transported to a strange, dangerous and seemingly abandoned planet. Then the apparitions appear. Through exploration and experimentation, you learn about the race that formerly inhabited this planet — a race that discovered immortality and now exists in a ghost-like state. They desperately want something from you. It's a high price to pay, but it may be the only way back home.

"The game has matured to the point where people can visualize how **The Dig** will play out of the box," said Sean. "It's extremely gratifying to watch people hooked by your game and getting excited about the final product." ESC





Indy Unearths His Most Valuable Treasure:

INDIANA JONES® and His DESKTOP ADVENTURES™

BY SUE SESERMAN

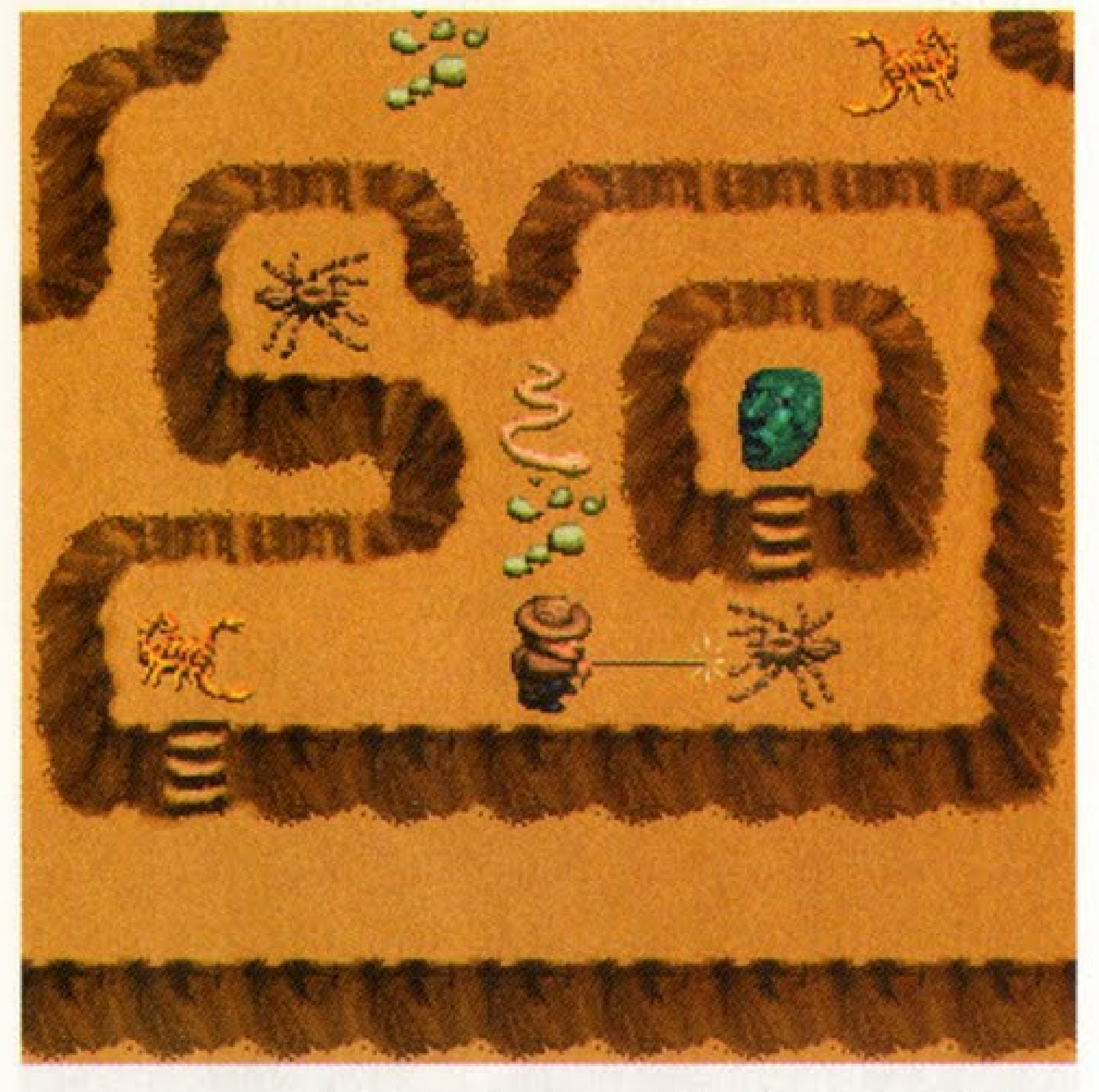
The Ark of the Covenant, the Sankara Stones, the Holy Grail. Previously topping Indy's list of priceless treasures, these artifacts now have been reduced to the value of cereal box prizes with his most recent discovery — **Indiana Jones and His Desktop Adventures,** a first-of-its-kind Windows-based story game. With more facets than the Hope Diamond, **Indy Desktop** has a game-generating engine capable of creating millions of varied, short game scenarios, and each mini-game presents an intriguing adventure worthy of Indiana Jones.

With this title, LucasArts introduces the first desktop-based story game. "Traditionally, desktop games for Windows have been word, board or card games," said Project Leader Hal Barwood. "This is for people who like adventure games, but don't always have 20 hours free to finish one. Each game can be won in less than an hour, and then a brand new game — with new characters, puzzles and treasures — can be created in a matter of seconds."

Las Aventuras

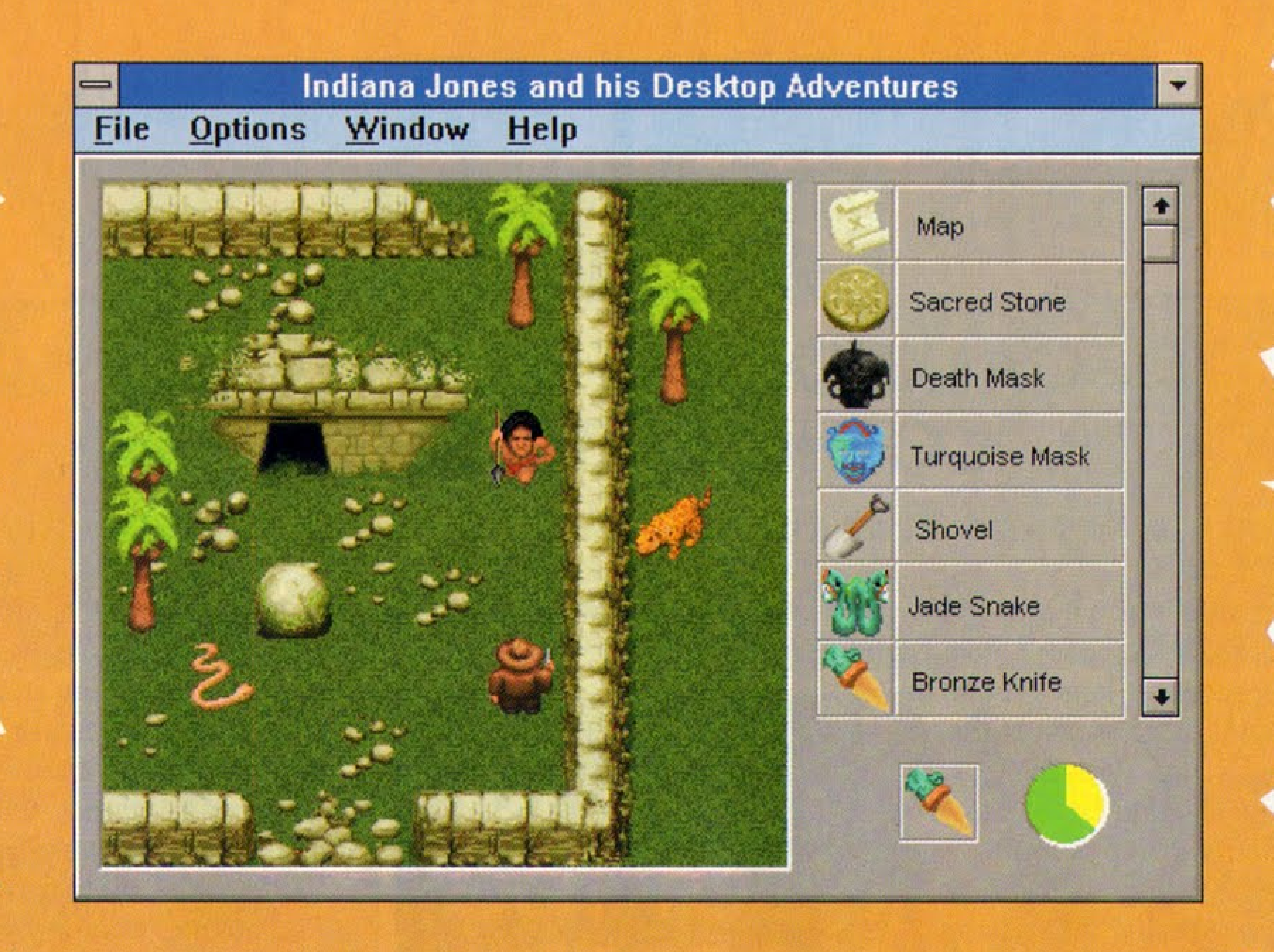
Indiana Jones and His Desktop Adventures is a collection of short stories set in Mexico during the 1930s where the terrain is rich with treasures left by lost Indian tribes. Sadly, scientists no better than thieves are ransacking these historical sites and selling their treasures to the highest bidder. Unable to tolerate his corrupt colleagues, Indy finds himself in a dangerous contest with unscrupulous rivals led by a shady Dutch collector, Dr. Victor Van Loon, for possession of sacred artifacts.

As Indiana Jones, at the start of each game you consult with your colleague Marcus Brody on the latest crisis, and he asks you to resolve it. There are 15 different major quests that range from rescuing a wise shaman to recovering mystical Indian treasures. During each



quest, you explore various terrain, interact with other characters, collect artifacts, tools, weapons and goods to trade, and combat Nazis, treasure hunters, unfriendly locals and several species of dangerous animals.

Controlling Indy, as well as accessing and using inventory items, is easy and intuitive via point and click with the mouse. You can initiate





conversations, start fights and examine or move objects by colliding with them. In combat, Indy can use his whip and his gun, as well as weapons he picks up. You can control the intensity of combat by setting its difficulty on a sliding scale. At higher settings, Indy takes damage, but you can nurse him back to health by visiting the town doctor or finding healing herbs.

Building Worlds



Each new game proceeds via millions of possible paths. The extensive replayability of **Indiana Jones and His Desktop Adventures** results from LucasArts' proprietary WorldGen engine. With the start of each game, the engine creates a new adventure for Indy by mixing and matching hundreds of variables, including multiple treasures for which Indy must search, numerous gaming environments and paths through those locations, many types of puzzles, a great variety of colorful cohorts and enemies, and a large number of tools and weapons to help solve each game.

The environments are tile-based, which gives them a vibrant and fantastical quality. Each new world contains between 10 and 15 puzzles, culminating in the game-finishing puzzle crucial to the successful completion of Indy's primary quest.

Now that you can play an Indy adventure in under an hour, you can have him over for an evening's entertainment, enjoy him on a flight, or puzzle with him during your lunch break. How many people would refuse a lunch date with Indiana Jones! ESC

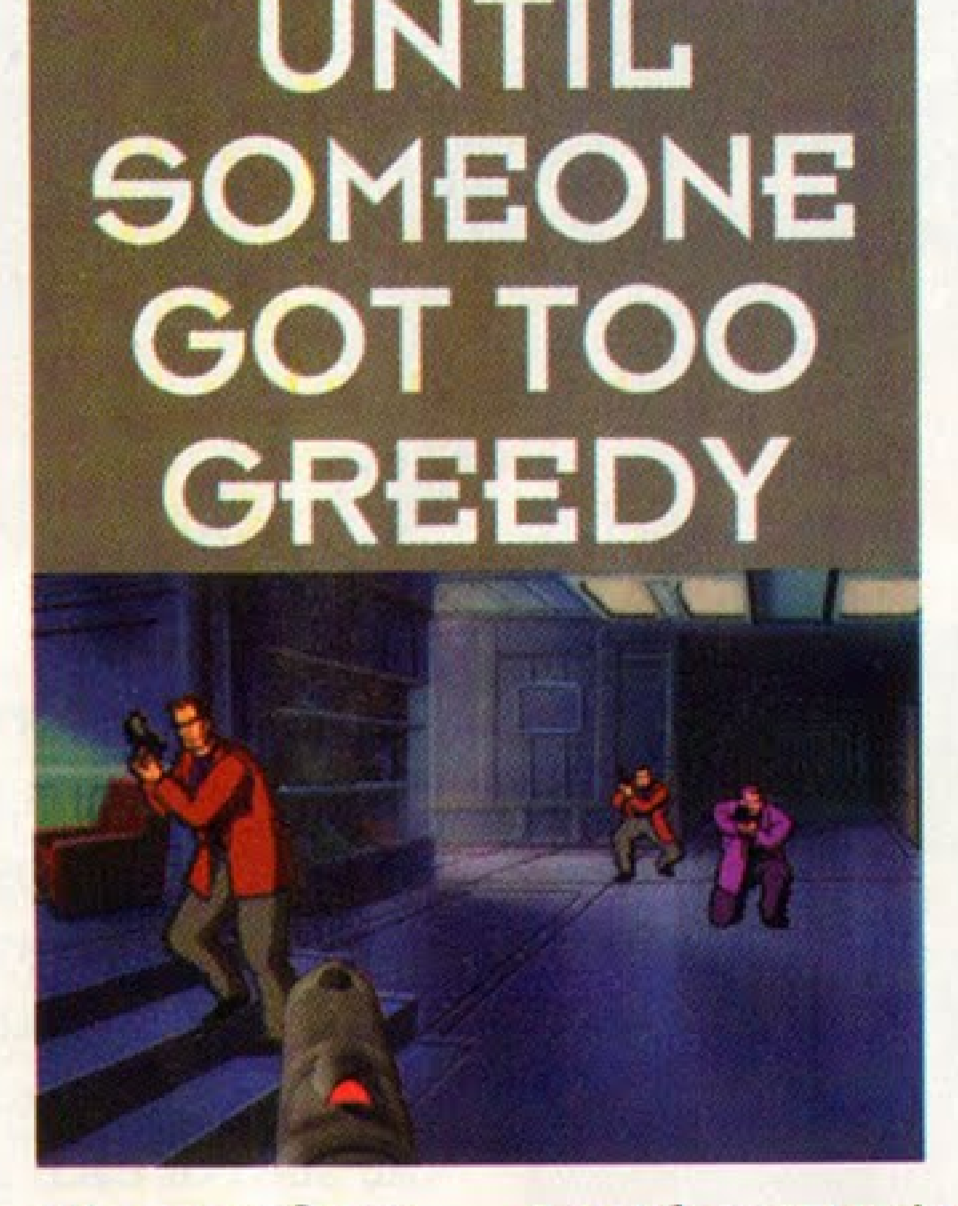
CALIA 2095

CALIFORNIA'S FUTURE LOOKED BRIGHT...

BY BARBARA GLEASON

The year is 2095. More than 50 years ago, California experienced a devastating earthquake that separated a large section of the state from the rest of the United States. With the federal emergency fund unable to respond, a group of multinational corporations joined together to rebuild the island state into a new independent country — Calia. Calia is now the prosperous world center of business and technology.

UNTIL SOMEONE GOT TOO GREEDY

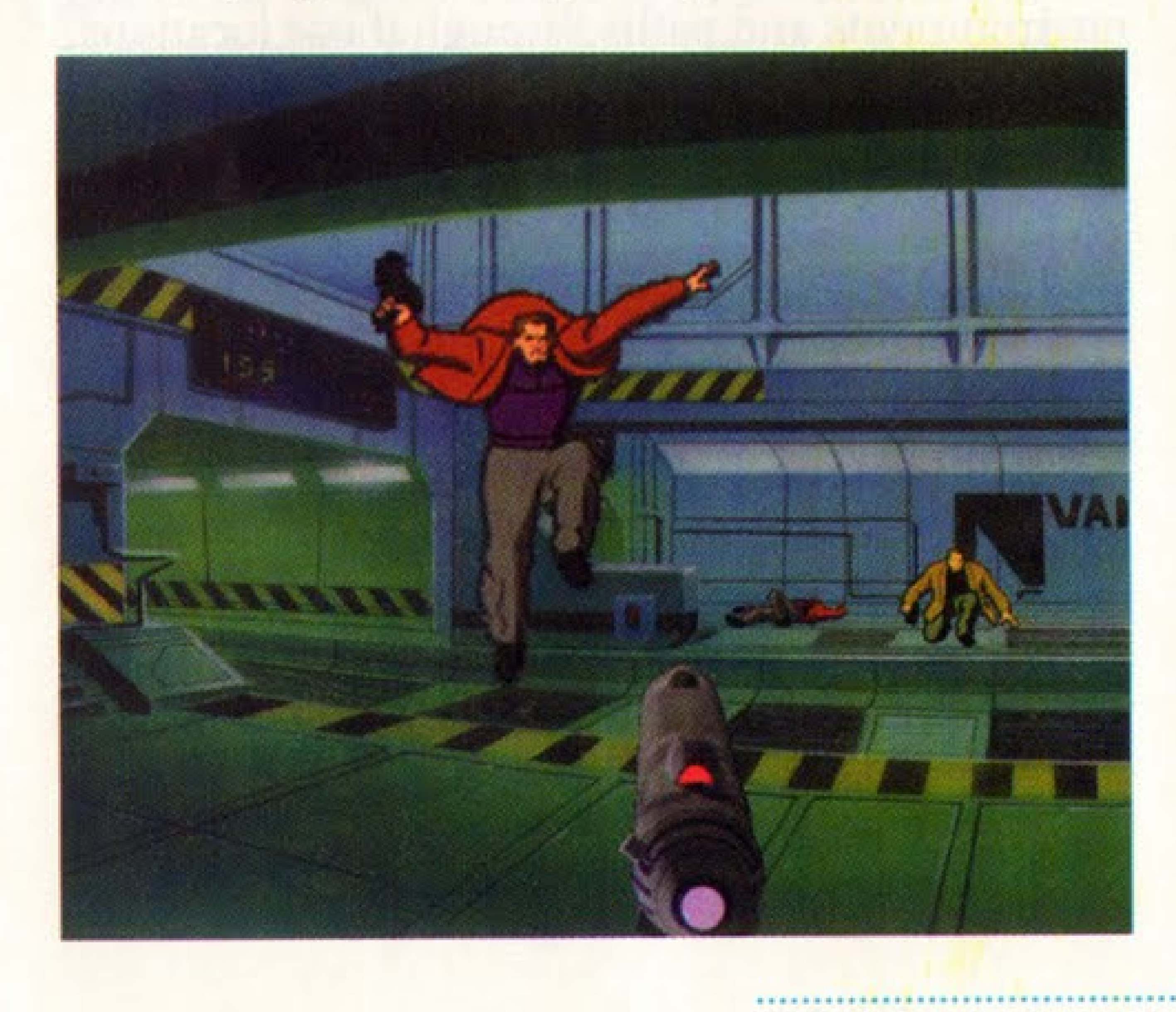


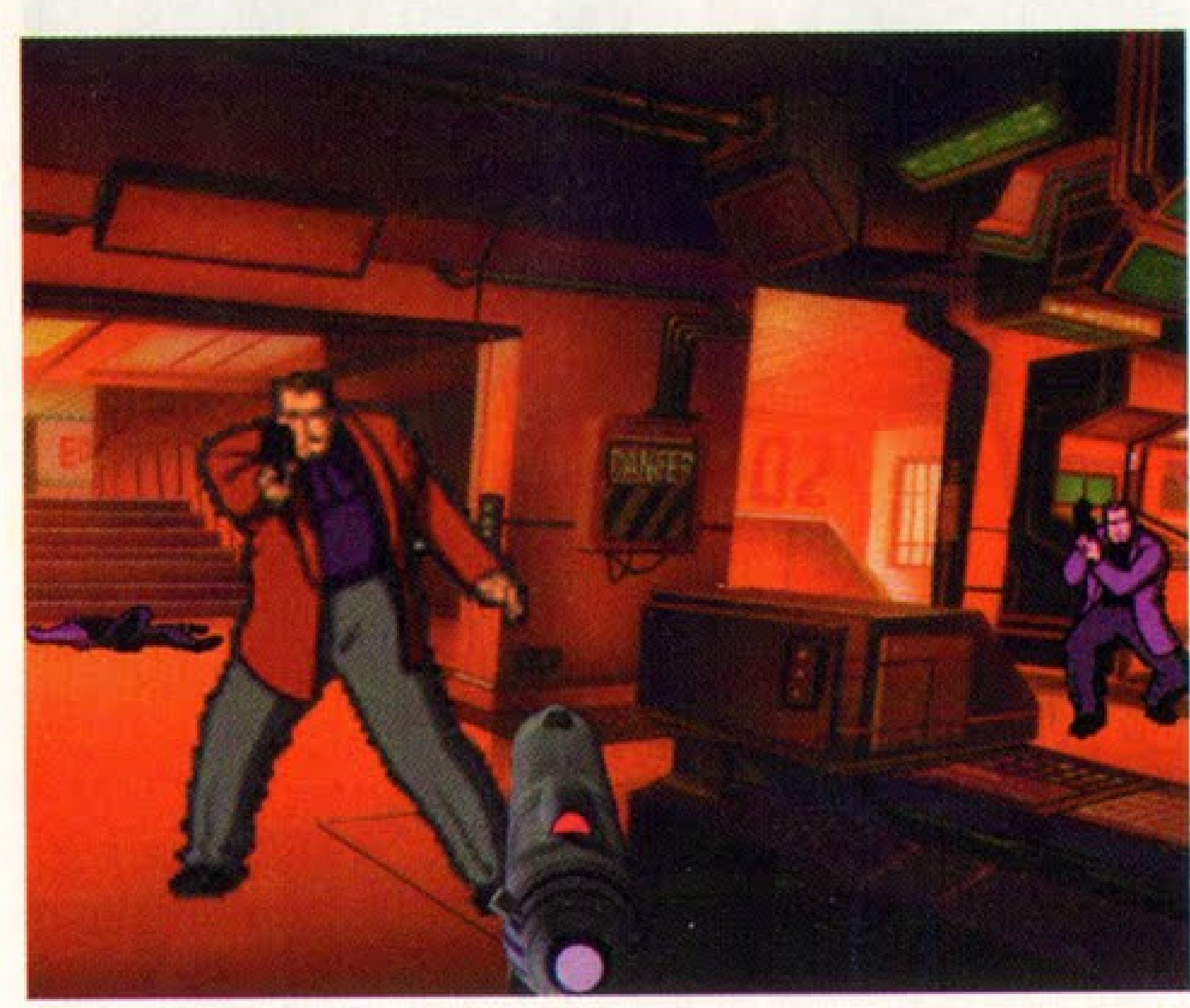
You are a young San Franciscan bounty hunter with a routine assignment: track down a drug kingpin. But this simple case quickly evolves into a tangled web of political corruption, greed and blackmail that threatens the very foundation of Calia.

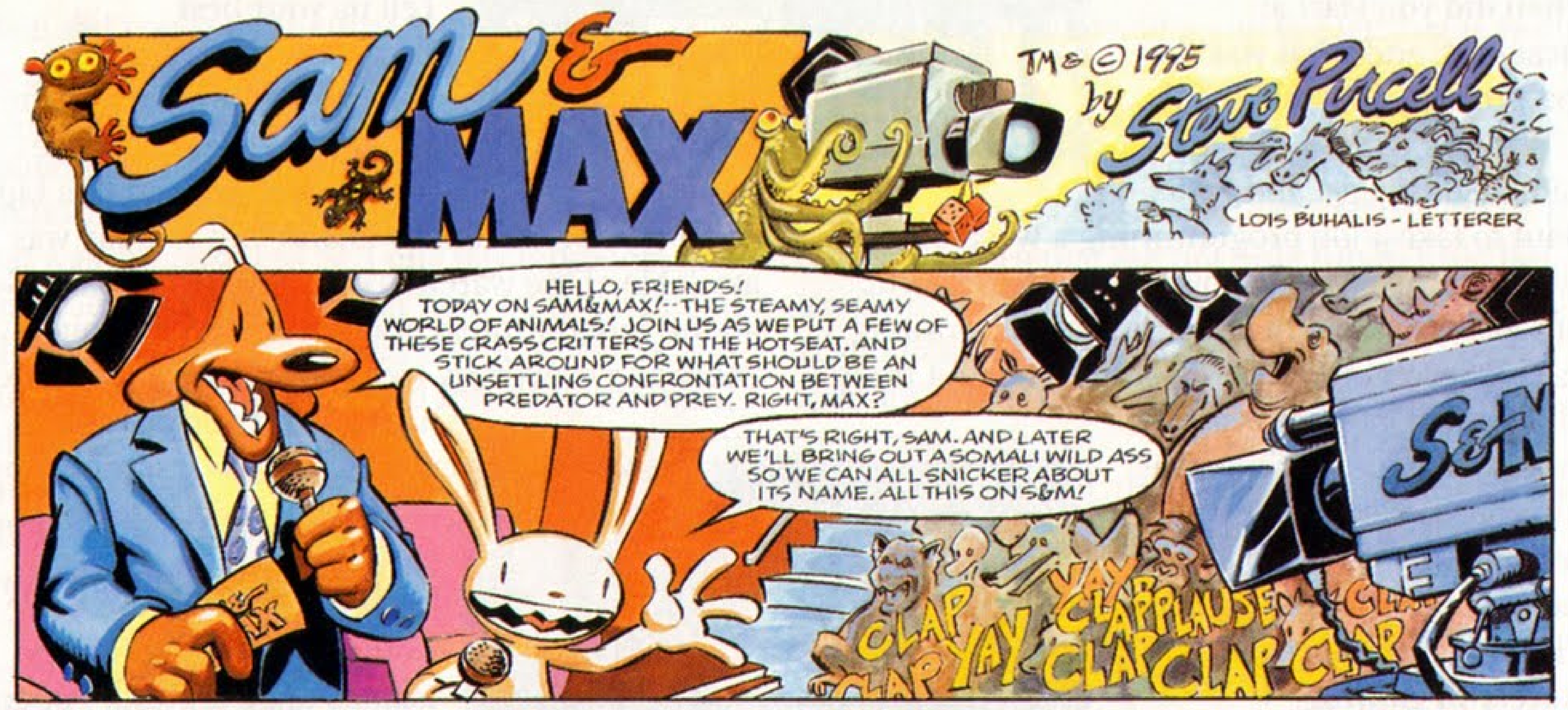
You progress through the game via combat, informer interrogation, resource gathering and puzzle solving. What sets **Calia 2095** apart from twitch-type shooter games is that players will be required to use both cunning and skill to weave through the unfolding story.

Unlike the bleak, dark Orwellian world of many movies and PC games, Calia is a bright, shiny technological center of activity. Players will recognize many San Franciscan landmarks, cars, fast food outlets and other ordinary, present-day items as they will appear in the next century.

This futuristic thriller, releasing in late fall of 1995, is the first game developed by designer Edward Kilham (**Robosport,**™ **X-Wing, TIE Fighter**) and producer Kalani Streicher (**X-Wing, TIE Fighter**, the STAR WARS Super Nintendo trilogy) under their new Ronin Entertainment label. ESC



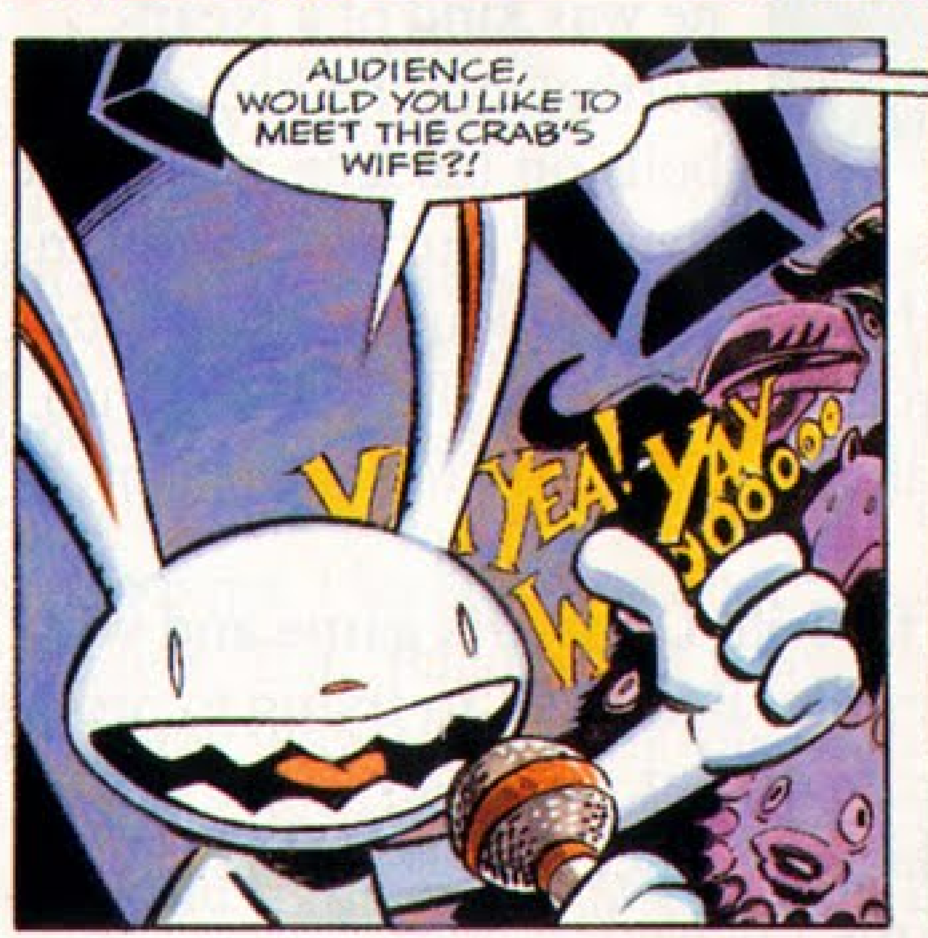



Sam & MAX
TM & © 1995 by Steve Purcell
LOIS BUHALIS - LETTERER
HELLO, FRIENDS! TODAY ON SAM&MAX!-- THE STEAMY, SEAMY WORLD OF ANIMALS! JOIN US AS WE PUT A FEW OF THESE CRASS CRITTERS ON THE HOTSEAT. AND STICK AROUND FOR WHAT SHOULD BE AN UNSETTLING CONFRONTATION BETWEEN PREDATOR AND PREY. RIGHT, MAX?
THAT'S RIGHT, SAM. AND LATER WE'LL BRING OUT A SOMALI WILD ASS SO WE CAN ALL SNICKER ABOUT ITS NAME. ALL THIS ON S&M!
CLAP YAY CLAP CLAPPLAUSE CLAP YAY CLAP CLAP CLAP


LET'S START WITH YOU, MISTER SO-CALLED FIDDLER CRAB. IT'S BEEN SAID THAT YOU'RE ACTUALLY WILLING TO PROPAGATE WITH ANY NUMBER OF VIABLE FEMALES. I THINK OUR AUDIENCE WOULD LIKE TO KNOW WHAT YOUR WIFE THINKS ABOUT THAT!

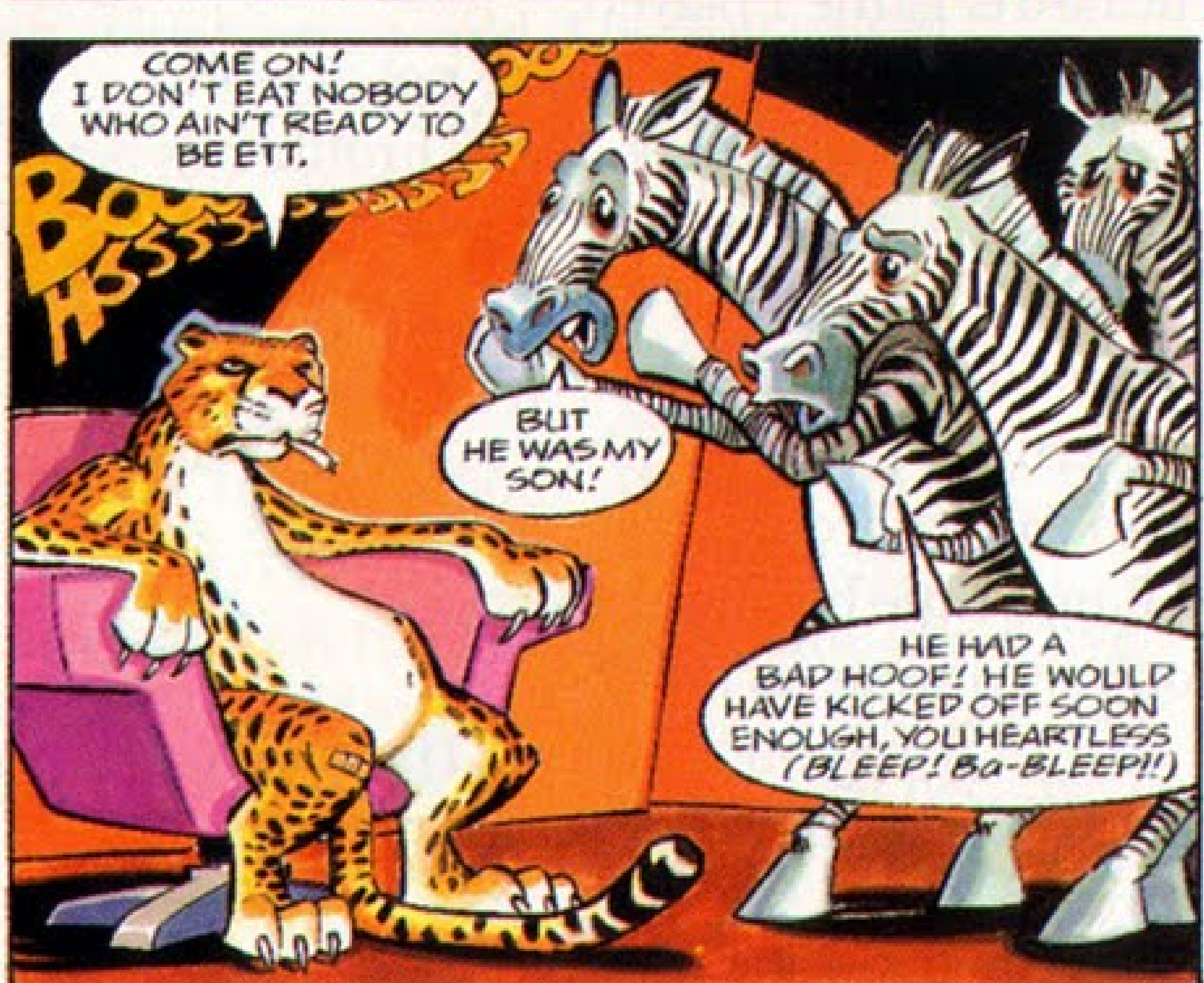

LISTEN--IT'S COMPLETELY NATURAL BEHAVIOR! I MEAN, LOOK-- MOST OF US ARE EATEN BY SEALS BEFORE WE'RE A WEEK OLD!


I THINK THE CRAB IS *SCUM!* I THINK THE CRAB DOES NOT *DESERVE* TO REPRODUCE!


AUDIENCE, WOULD YOU LIKE TO MEET THE CRAB'S WIFE?!
YAY YEA! YAY


AND A FEW HUNDRED OF HIS ILLEGITIMATE CRABLINGS?!
Oh, FOR GODSAKE!


WHILE THEY'RE SORTING THAT OUT, MAX AND I WOULD LIKE YOU TO MEET A CHEETAH. AND... THE FAMILY OF HIS VICTIM.


COME ON! I DON'T EAT NOBODY WHO AIN'T READY TO BE ETT.
BUT HE WAS MY SON!
HE HAD A BAD HOOF! HE WOULD HAVE KICKED OFF SOON ENOUGH, YOU HEARTLESS *(BLEEP! Ba-BLEEP!!)*


HEY, LAY OFF! I'M ENDANGERED!
YOU ARE NOW!
WE CERTAINLY DON'T CONDONE THIS TYPE OF VIOLENT OUTBURST. BUT IT SURE IS GREAT FOR RATINGS.
CLAP CLAP CLAP CLAP
SORRY FOLKS, BUT THE SOMALI WILD ASS WAS EATEN BY HYENAS WHO, AMAZINGLY ENOUGH, FORGOT TO LAUGH AT HIS NAME. SEE YOU *NEXT TIME!*

¿LucasWho?

Tim Schafer

When did you start at LucasArts, and what was the first project you worked on?

▸ It was 1989. I had just graduated college, and I was about to take a job programming a weed-abatement database for city govenments to use. But somehow I ended up at Lucas instead, working on **The Secret of Monkey Island**.® The first thing I did on that game was artificial intelligence for this great ship combat section. It was awesome. It was so good they had to cut it from the game.

Why did you choose a career in gaming?

▸ My heart really wasn't in weed-abatement. Actually, I wasn't aiming for a career in computers at all, but I wanted to get out of college, and they have this thing about not giving you a diploma unless you pick a major. I picked Computer Science, figuring I knew everything about it already since I had an Atari 400 in junior high. I got my degree, and then it was either buy a suit or work in games, and I couldn't affort the suit.

If you hadn't chosen a career in gaming, what would you be doing?

▸ Probably going on more dates. Ah, probably not.



BEN: That Tim, he's the *real* character.
CORLEY: You got that right, Ben.

Tell us your best LucasArts "war story."

▸ You know, back in the old days.... There was one night where we had this big order to fill for **Monkey Island**, but nobody was available at the warehouse to assemble boxes. So all the programmers and testers and management and everybody went down to our manufacturing plant and actually worked on the assembly line — putting disks into boxes, shrink wrapping, and so forth — to make sure there would be enough **Monkey Islands** to go around. I spent all night riveting code wheels together. Almost lost a thumb, I tell you.

If you could transport yourself into a LucasArts game, which one would it be and why?

▸ That would have to be **Loom**,® because I think that mutant Cobb guy and me would really hit it off. Sure, he was kind of a Neanderthal, and he had all those boils on his face, and all he ever said was "Yes, Master." But I was thinking maybe a road trip together, you know? A couple days on the road and I bet he'd really open up. I think he wouldn't want to torture people any more.

What's your favorite LucasArts game and why?

▸ **Full Throttle.** Because I'm trying to promote it, duh. Other than that, I'll always have a soft spot for **Ballblazer**,® since it was the first LucasArts game I played.

What do you do when you're not at work?

▸ Think about work. **Full Throttle** has been very time consuming. But I'm going to have free time soon, and then I'll do all those things I haven't done for a year and a half. I'll fix up my convertible. I'll find a place to play my drums. I'll clean my bathroom.

Tell us a little bit about what you're working on now?

▸ I'm fixing bugs on **Full Throttle** so we can ship it. Can I get back to work now?



When did you start at LucasArts, and what was the first project you worked on?

▸ When I was graduating from college, I applied for a job here and received a very polite rejection letter. Later, I came to LucasArts for what was supposed to be a one day temp job, and I never left. Six months after that, I moved into a full-time position in Product Support. A little less than a year later, I transferred into programming and worked on **Day of the Tentacle.**

Tell us a little bit about what you're working on now?

▸ I'm the lead programmer on **Mortimer and the Riddles of the Medallion,** LucasArts' first game for kids. It's a really cool flying game where you pilot a giant snail named Mortimer through 3D landscapes around the world. You have to save Earth's animals who have been turned to stone by an evil character named Lodius. When an animal is saved, you interview it to learn a few unique facts about it. I'm really excited about this project!



Gwen Musengwa

Tell us your best LucasArts "war story."

▸ I was pregnant while I was programming **Day of the Tentacle.** I would get so tired I would have to lay down on the floor in front of my desk and take naps. I looked so pathetic that my project leaders, Tim Schafer and Dave Grossman, didn't know what to do with me, so they kept offering me pillows and drinks of water.

If you could transport yourself into a LucasArts game, which one would it be and why?

▸ Definitely **Mortimer. Mortimer**'s world is like being in "Wonderland." You can fly through all these really cool habitats and talk to animals. And you also get to be a hero and save them. But if I had to pick a game that wasn't my own, I'd have to say **Indiana Jones and the Fate of Atlantis**. Who doesn't want to be Indy?

What's your favorite LucasArts game and why?

▸ Can I say **Mortimer** again? Other than **Mortimer**, I like **Monkey Island 2** the best because it has such great characters and the writing is really terrific.

Why did you choose a career in gaming?

▸ I wanted to make games for kids that they would want to play. I think that it's possible to develop games that are not only fun to play, but teach something at the same time.

If you hadn't chosen a career in gaming, what would you be doing?

▸ I would probably be doing computer graphics for businesses. You know, things like designing slide shows and flying corporate logos. That's what I was doing before I came to LucasArts, when I was still in college.

What do you do when you're not at work?

▸ I have a two-year-old daughter, so all my time outside the office is spent with her and my husband. We read and go to the park a lot. She likes to ride her tricycle and pretend to "fly" on the swings. We also watch a lot of Beauty and the Beast and other Disney videos. On the weekends, I work for the San Francisco Children's Art Center where I lead children's birthday parties. I do things with them like painting, collages and printmaking.

Where is your favorite place to take a vacation?

▸ Some of our best family vacations have been at Gulf Shores in Alabama. The most memorable was the first Christmas after I got married. My whole family and all of my husband's family that was in the U.S. at the time came to Gulf Shores for a big family holiday.

Who are your heroes and why?

▸ I don't really have any clear idea of a hero. But I respect my husband because he's a very sweet, gentle and giving man, yet he doesn't allow people to take advantage of him. I respect Jimmy Carter and Hillary Clinton for doing what's right rather than what's popular. And Maria Montessori for changing our ideas about how children learn. ESC

TECHIE BENCH

Techie Bench includes the most requested technical information for our current games. We hope this information will quickly and easily resolve any concerns you may have. If you need additional assistance, please contact LucasArts Product Support by fax, letter, BBS or telephone (see "Where to Find Us" on page 3).

Dark Forces

▸ Have you made a boot disk? A boot disk solves the majority of difficulties encountered with the game. If you haven't already used the game's boot disk-making utility, refer to the **Dark Forces** reference card for instructions on how to do so.

▸ Do you receive a CD-ROM access error? First, be certain that the CD-ROM diskette is in the CD-ROM drive. Next, if you're using a boot disk, make sure all CD-ROM information has been loaded properly in the boot disk's config.sys and autoexec.bat files.

▸ Does the game lockup? Disabling the mouse driver solves several lockup problems. If you're using the mouse as your controller, update its drivers or use a Microsoft or Microsoft-compatible mouse. Also, try the following: 1) run the game with the sound card set to "None" to help determine if the lockup is sound card-related; 2) delete the game's directory, restart your system from a boot disk made from the game's boot disk-making utility and reinstall the game.

TIE Fighter

▸ Do you receive a low memory message? Create a boot disk using the game's boot disk-making utility. To access this utility, type INSTALL at the TIE directory and choose "Make a Boot Disk" from the screen's Main Menu.

▸ How do I start the game from LUCASARTS BOOTDISK A:\> ? Do the following: First type C: and press the Enter key. Then type CD\TIE and press the Enter key to change to the TIE directory. You can start the game now by typing TIE and pressing the Enter key.

▸ Experiencing lockups? Try running the program with EMM386 as the memory manager. Also, run the game with the sound card set to "None" to help determine if the problem is sound card-related.

Rebel Assault PC version

▸ Have you made a boot disk? If you're experiencing any problems, create and use a boot disk using the boot disk-making utility available on your CD or on our BBS.

▸ Lockups while using a Mitsumi CD-ROM drive? These lockups often are corrected by using the alternate "non-DMA" version driver found on one of your CD-ROM drive's driver disks. Please consult your CD-ROM documentation for more information.

▸ Other lockups? If the game runs with "None" chosen as your sound card, it usually indicates there's a conflict with your sound card's IRQ or DMA setting. If the game still crashes when running with no sound, use the **Rebel** patch.

▸ No sound at all? If your card meets the game's requirements and you're not hearing sounds, reselect your sound card in the configuration screen and run the "Detect" option.

All Titles

▸ Make a boot disk. Boot disks often allow you to run games optimally and trouble-free without making any changes to your system's startup files. Many of our games include boot disk-making utilities or boot disk instructions.

▸ Are you experiencing strange colors on your Pentium-based computer? This may be corrected by disabling the "Video Palette Snoop" setting, which can be found on many systems in the advanced CMOS configuration. Please consult your computer documentation for information on how to change this setting.

Contact us directly for further assistance. If you have access to a fax machine or modem, consider faxing or e-mailing us for a response within two working days. Please include your phone number, specifics regarding the game, your system setup and configuration and a detailed description of the problem. If you send a fax, be sure to include your name, return fax number with the area code, and a phone number so we can contact you if the transmission fails. ESC


LucasArts
COMPANY STORE
STAR WARS COLLECTIBLES
AND LEADING EDGE
LUCASARTS ENTERTAINMENT
COMPANY PRODUCTS.

The Game that Redefines Computer Adventure Games: Experience Life at...

FULL THROTTLE™

Make Full Throttle your next game purchase. It's an action-packed, CD-ROM adventure with an unforgettable story line that includes a murderous plot motivated by greed and more...

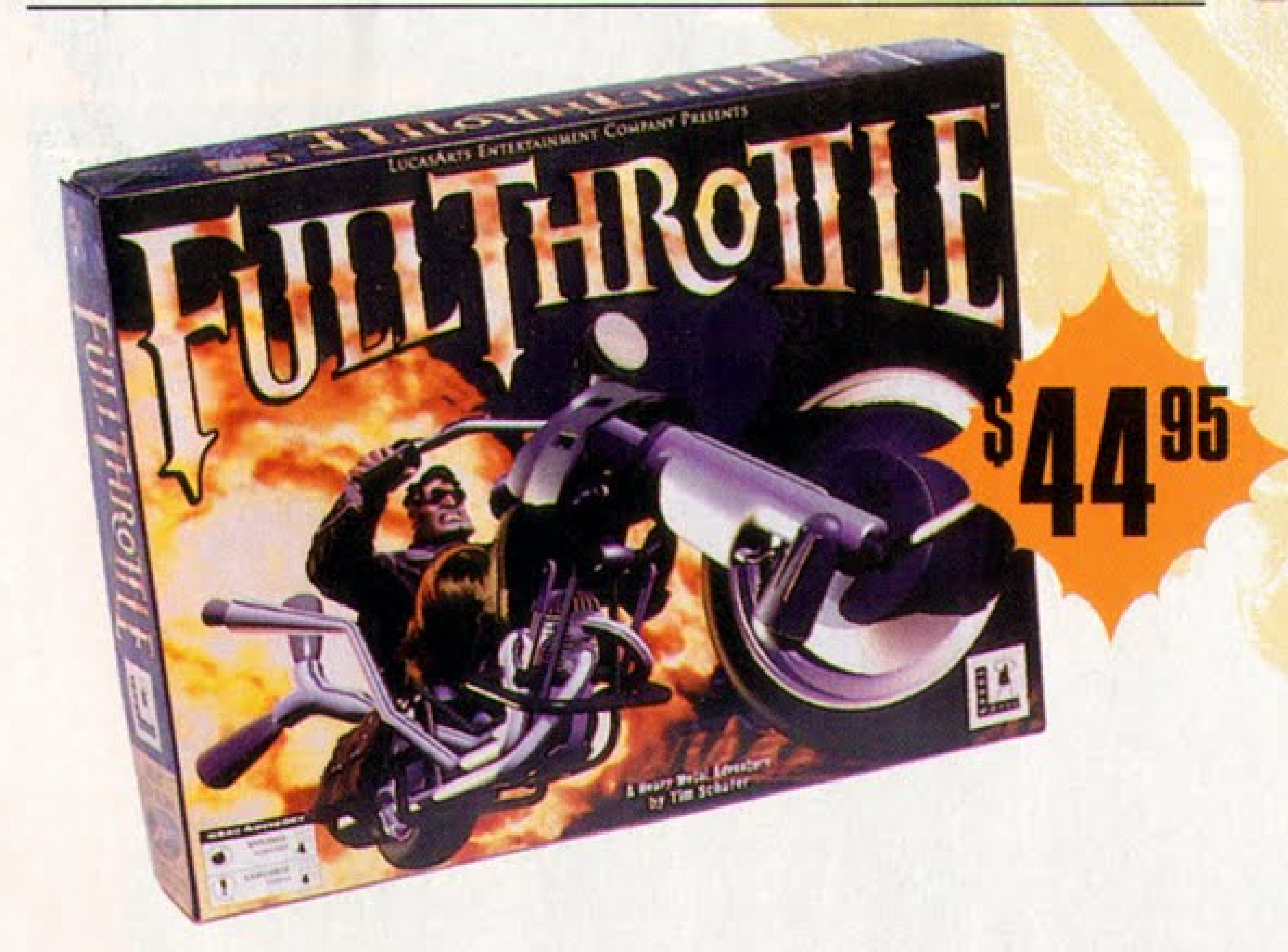
You're Ben, a new breed of hero... a hard-core biker and leader of a motorcycle gang. You're framed for a murder, alone, and on the run from the law. Your goal is to hunt down the true killer and clear your name. Meantime, your nemesis is intent on turning the road bike manufacturer - Corley Motors - into a mini-van manufacturer and destroying you in the process.

This highly cinematic, game adventure features full-screen graphics that leap off the monitor. And there are a variety of camera angles to create dramatic effects that seamlessly blend 3D and 2D animation to impose a sense of unmatched realism.

The game's movie-quality sound design, with original music, further intensifies the action with a multi-channel soundtrack blending digital speech, sound effects and music.

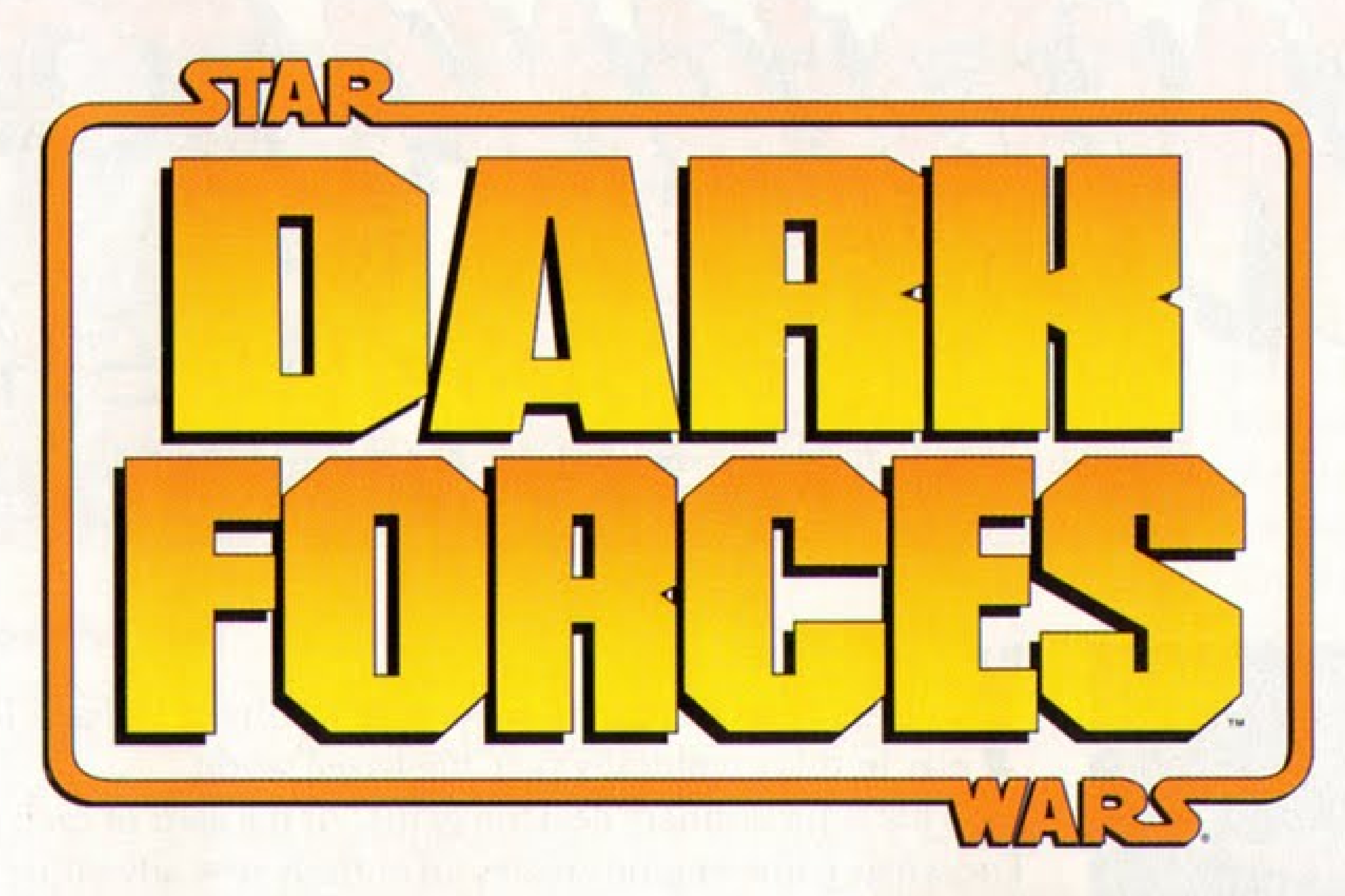
- **Full Throttle** IBM PC CD-ROM: Full Throttle $44.95 (6352)
- **Full Throttle Official Strategy Guide.**
  Available this Summer: $18.95 (9521)
- **Full Throttle** Mac CD-ROM
  Coming this Summer: $44.95 (10721)





Free Bandanna!!!!
when you buy direct from LucasArts.

You're a Spy... You're the target... Get ready for an adrenaline rush when you play...



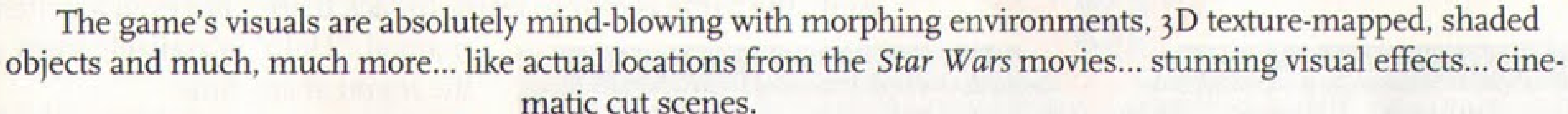
Your first mission - locating and stealing the Death Star plans. From then on you enter the seamy, dangerous and intrigue-laden dark side.

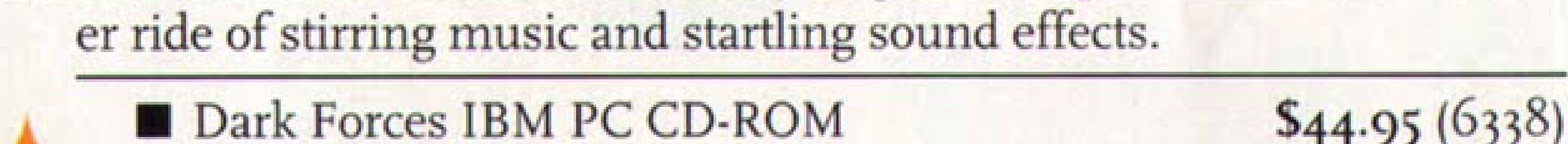
To master the game you'll have to navigate through more than a dozen complex, realistic, multi-level worlds, face nearly 20 enemies and harness the fire power of an arsenal of weapons like blasters, ion guns, thermal detonators and assault rifles.

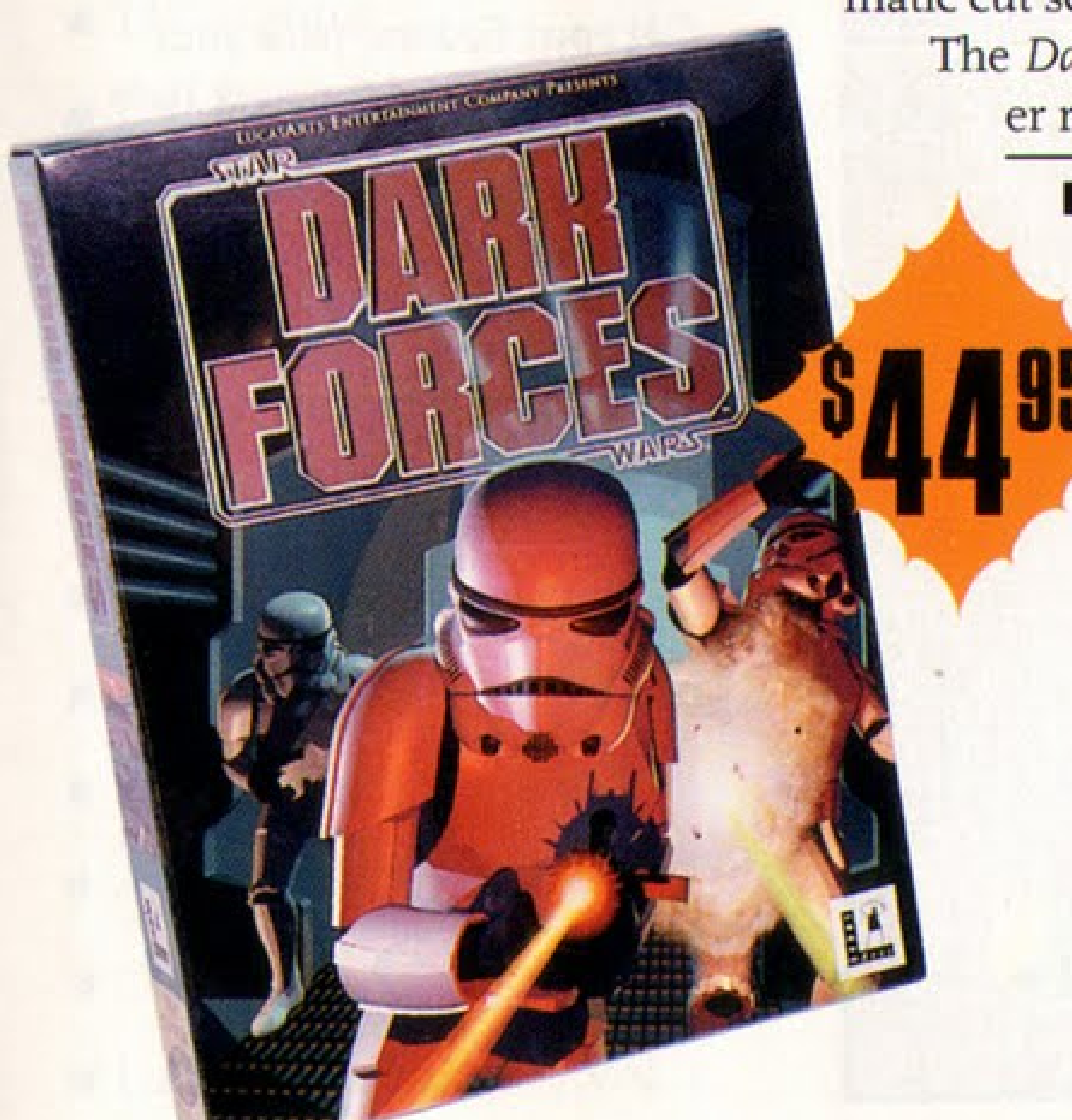
Your mission - discovery of a secret facility where the Empire is manufacturing an army of deadly and mechanized super stormtroopers called dark troopers and save the Rebel Alliance from a horrific end.

You'll love the way you can move in *Dark Forces:* 360 degree rotation, the ability to look up and down and get this - jump, duck and crawl.




The game's visuals are absolutely mind-blowing with morphing environments, 3D texture-mapped, shaded objects and much, much more... like actual locations from the *Star Wars* movies... stunning visual effects... cinematic cut scenes.


The *Dark Forces* soundtrack is entirely original and provides a roller coaster ride of stirring music and startling sound effects.



■ Dark Forces IBM PC CD-ROM	$44.95 (6338)
■ Dark Forces MAC-CD-ROM *Pre-release special*	$44.95 (30621)
■ Dark Forces Official Player's Guide	$18.95 (9520)
■ **SPECIAL OFFER** Dark Forces PC *and* the Official Player's Guide	$59.95 (6338 & 9520)

A New Indy Adventure Everytime You Play



You'll enjoy an intriguing adventure worthy of Indiana Jones every time you play in this graphically rich, tile-based world.

This is no ordinary desktop game. At the start of each game, the LucasArts game engine creates an entirely new adventure for Indy. Hundreds of variables are mixed and matched, such as the treasures to find and paths through locations. What's more - the engine checks to make sure no single puzzle is re-used from the last game.

OVER 1 BILLION GAME COMBINATIONS

This is the perfect break game. Every game is designed to be completed in less than an hour. Expert players may finish in less than 30 minutes.

Indy travels complete with a variety of lock and key puzzles. As Indy traverses the terrain he interacts with other characters, collects artifacts, combats "the bad guys," interacts with friendly cohorts and ultimately uses what he has collected to resolve the crisis and bring the adventure to its conclusion.

And...the game is easy to learn. In fact, there's not even a written manual. "Help" is available from the menu at any time

Get your Fedora, pack your bags...you're off on the next Indy Adventure

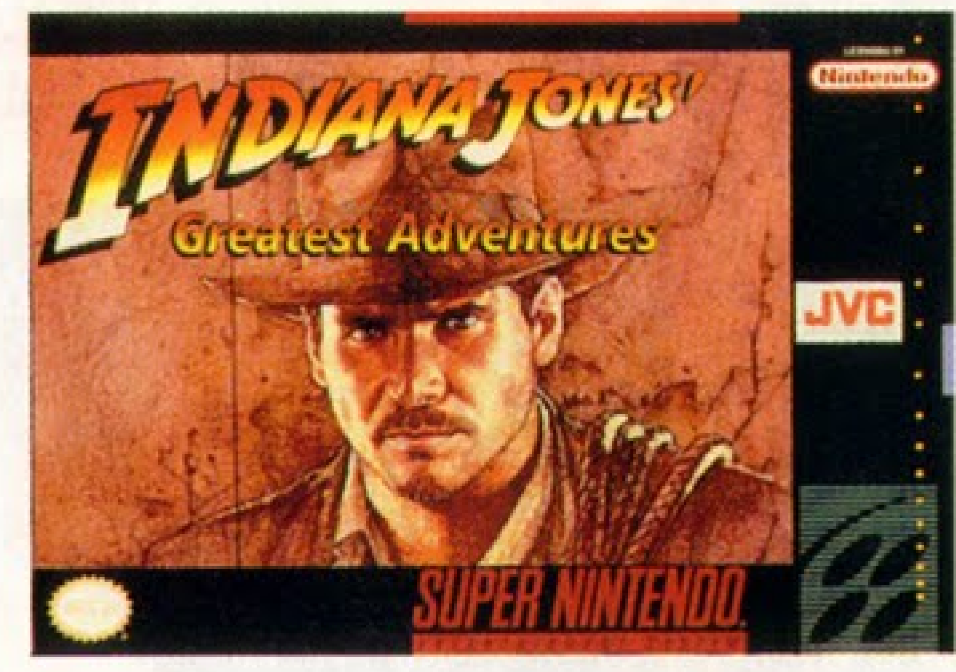


■ **Indiana Jones & His Desktop Adventures**
IBM Windows **$19.95** (6368)



SUPER NINTENDO: Realistic Star Wars and Indiana Jones Gameplay on Your Home TV





Super Return of the Jedi

Thrilling Mode 7 scenes include tearing through the Endor forest on a speeder bike and zooming through the new Death Star in the *Millennium Falcon*. Other highlights include fighting the rancor in Jabba the Hutt's palace, navigating Ewok tree houses and sabotaging the force field reactor protecting the Death Star.

■ **Super Return of the Jedi** Super Nintendo **$65.95** (9215)

Indiana Jones' Greatest Adventures

In this first Indiana Jones title for Super Nintendo, players play Indy in the best action scenes from all three Indiana Jones adventures — *Raiders of the Lost Ark, Indiana Jones and the Temple of Doom* and *Indiana Jones and the Last Crusade.* Highlights include the famous "boulder roll" scene rescuing Marion from her blazing bar in Tibet and going up against Rene Belloq, Indy's arch nemesis, as he attempts to wield the power of the lost Ark. Mode 7 scenes feature careening down a Himilayan mountain slope in a life raft and speeding though a mine shaft in a run-away mine car.

■ **Indiana Jones' Greatest Adventures**
Super Nintendo **$65.95** (9222)

LucasArts Product Line Check List

ANY MISSING FROM YOUR COLLECTION?

	IBM 3.5"	IBM CD-ROM	MAC floppy	MAC CD-ROM
■ Dark Forces		✔		*Summer '95*
■ Star Wars Screen Entertainment	*Windows*		✔	
■ Rebel Assault		✔		✔
■ TIE Fighter	✔			
■ TIE Fighter mission disk: Defender of the Empire	✔			
■ X-Wing Collector's CD-ROM		✔		*Fall '95*
■ Indiana Jones® and the Fate of Atlantis	✔	✔/*Archieves*	✔	✔
■ Indiana Jones® and His Desktop Adventures	*Windows*			
■ Sam & Max Hit the Road	✔	✔/*Archieves*		
■ Day of the Tentacle	✔	✔/*Archieves*		
■ Monkey Island 2: Le Chuck's Revenge	✔		✔	
■ Full Throttle		✔		*Summer '95*
■ Air Combat Classics	✔			
■ Classic Adventures	✔			
■ LucasArts Archives, Vol. 1		*Summer '95*		

TIE Fighter

Go to the dark side. Now's your chance to become an Imperial Navy recruit and defeat the Rebel Alliance. Train and fly in six Imperial starfighters under the command of Darth Vader himself. A definite thrill.

■ **TIE Fighter**
IBM 3.5" 1.44MB HD $29.95 (6331)

■ **TIE Fighter Baseball Hat** The genuine recruit accessory $16.95 (3196)

■ **Defender of the Empire** Twenty two new missions in all focused on bringing peace and order to the galaxy. Defeat the Rebel troops! $19.95 (6331A)

► Buy **TIE Fighter** and get **Defender of the Empire** for half price! $39.95 (6331 & 6331A)

■ **TIE Fighter Strategy Guide** $19.95 (9220)





CALL TOLL-FREE 1-800-867-0413



Fly the A-wing in X-Wing Collector's CD

X-Wing Collector's CD & Other Cool Stuff

Save the galaxy from Darth Vader and the Imperial forces. Train in the proving grounds, sharpen your skills in historical missions and then match your wits with the evil Empire's top pilots. Includes Imperial Pursuit and B-Wing and 6 new missions. Improved sound and graphics.

■ **X-Wing Collector's CD** IBM $44.95 (6359)

■ **X-Wing Collector's CD** Mac *Coming Fall '95* $44.95 (20521)

■ **X-Wing Baseball Hat** $15.95 (9328)



■ **X-Wing Hologram Watch**
See photo page 32. $34.95 (8100)

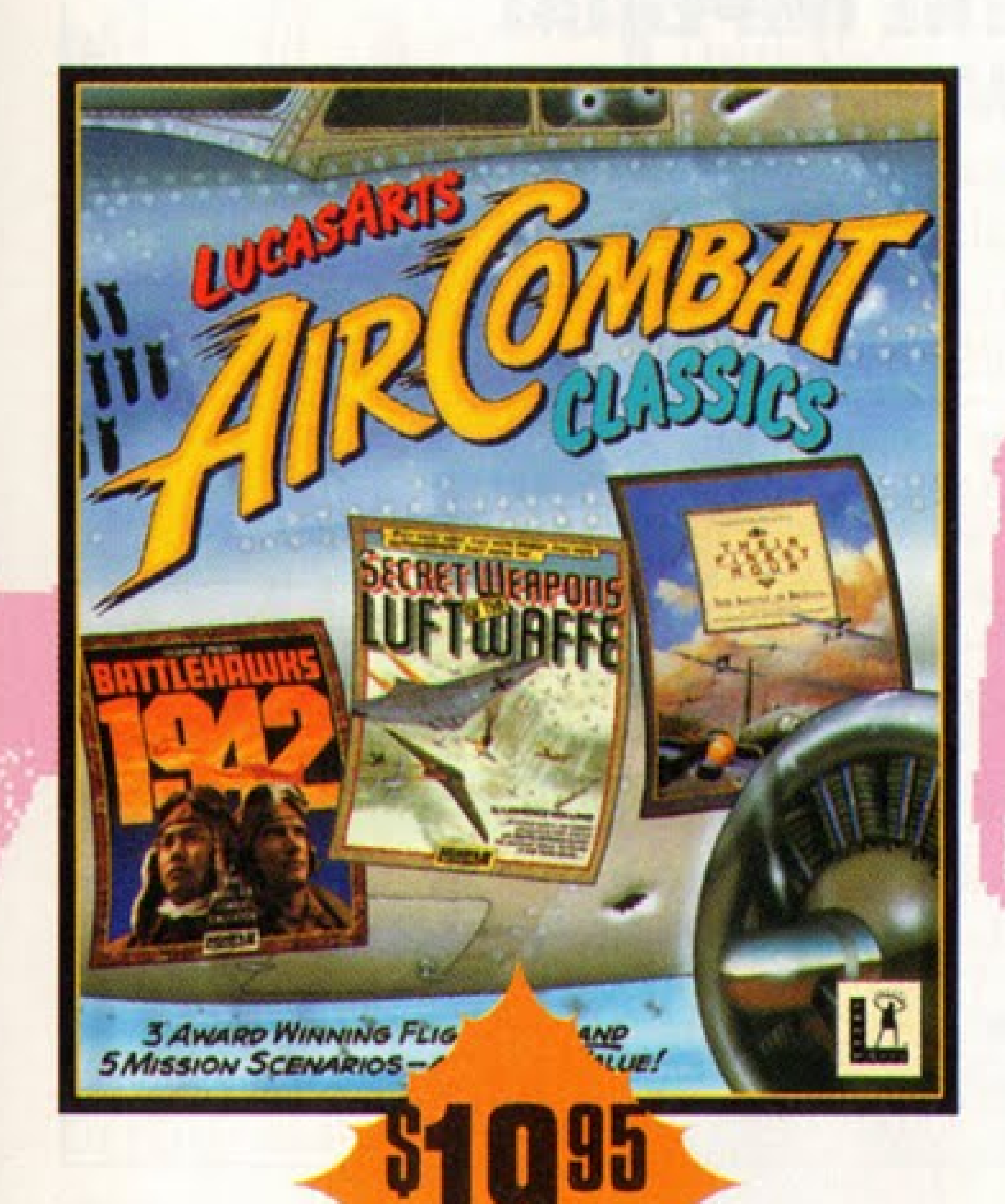
■ **ALL NEW X-Wing Strategy Guide** Includes CD-ROM version missions. Provides innovative tactics and winning strategies for flying spacecraft and missions. $19.95 (9331A)



The bestselling game of all time...
Rebel Assault is our first *Star Wars* action-arcade game to include actual footage from the *Star Wars* movies. This game also uses extensive 3D rendered art. Its 15 action-packed levels include: navigating Beggar's Canyon, engaging Imperial walkers on Hoth and dodging asteroids and TIE fighters in deep space.

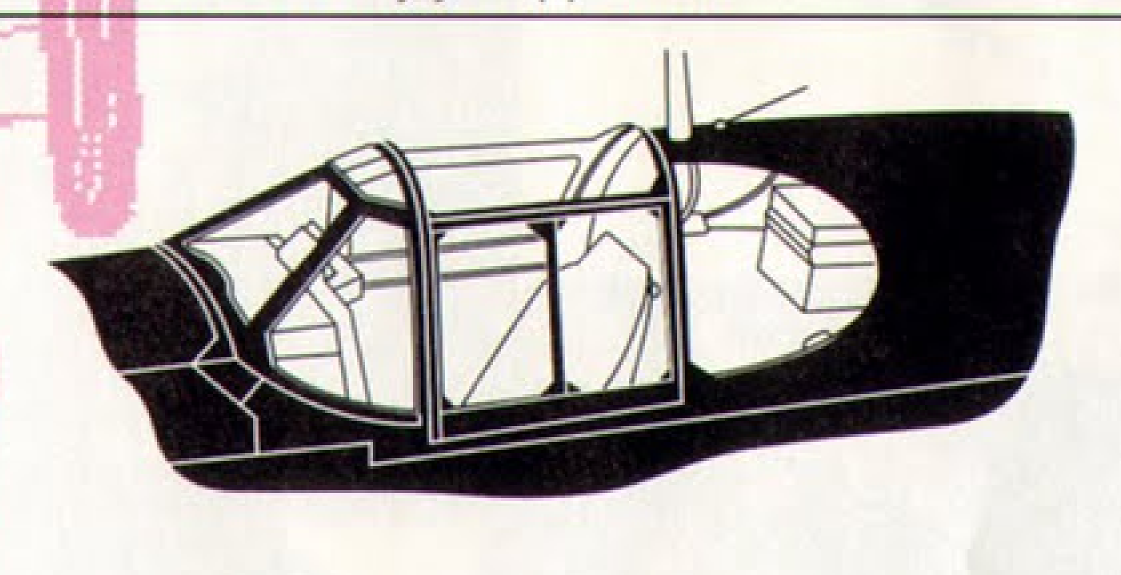
- **Rebel Assault** IBM PC CD-ROM $29.95 (6326)
- **Rebel Assault** MAC CD-ROM $29.95 (9136)
- **Rebel Assault** SEGA CD-ROM $63.95 (1147)
- **Rebel Assault** 3DO CD-ROM $44.95 (6362)
- **Rebel Assault Mousepad** $15.95 (9117e)
- **The Insider's Guide to Rebel Assault** with flying tips! $19.95 (9221)





Air Combat Classics
The Air Combat Classics collection includes the award-winning games: *Battlehawks 1942, Their Finest Hour: The Battle of Britain* and *Secret Weapons of the Luftwaffe* (SWOTL) as well as four additional SWOTL tours of duty and an add-on mission disk for Their Finest Hour.
Separately the three games and add-on missions had a suggested retail price of $199.95. Now only $19.95 makes this a great deal.

- **Air Combat Classics** IBM 3.5" 1.44mb hd $19.95 (6330)



Star Wars Screen Entertainment
For the Macintosh and IBM Windows. This Screen Entertainment doubles as a valuable source guide for *Star Wars* buffs. Modules include character bios, an almanac, spaceship schematics, havoc-wreaking Jawas and a special message from George Lucas on the next *Star Wars* films.

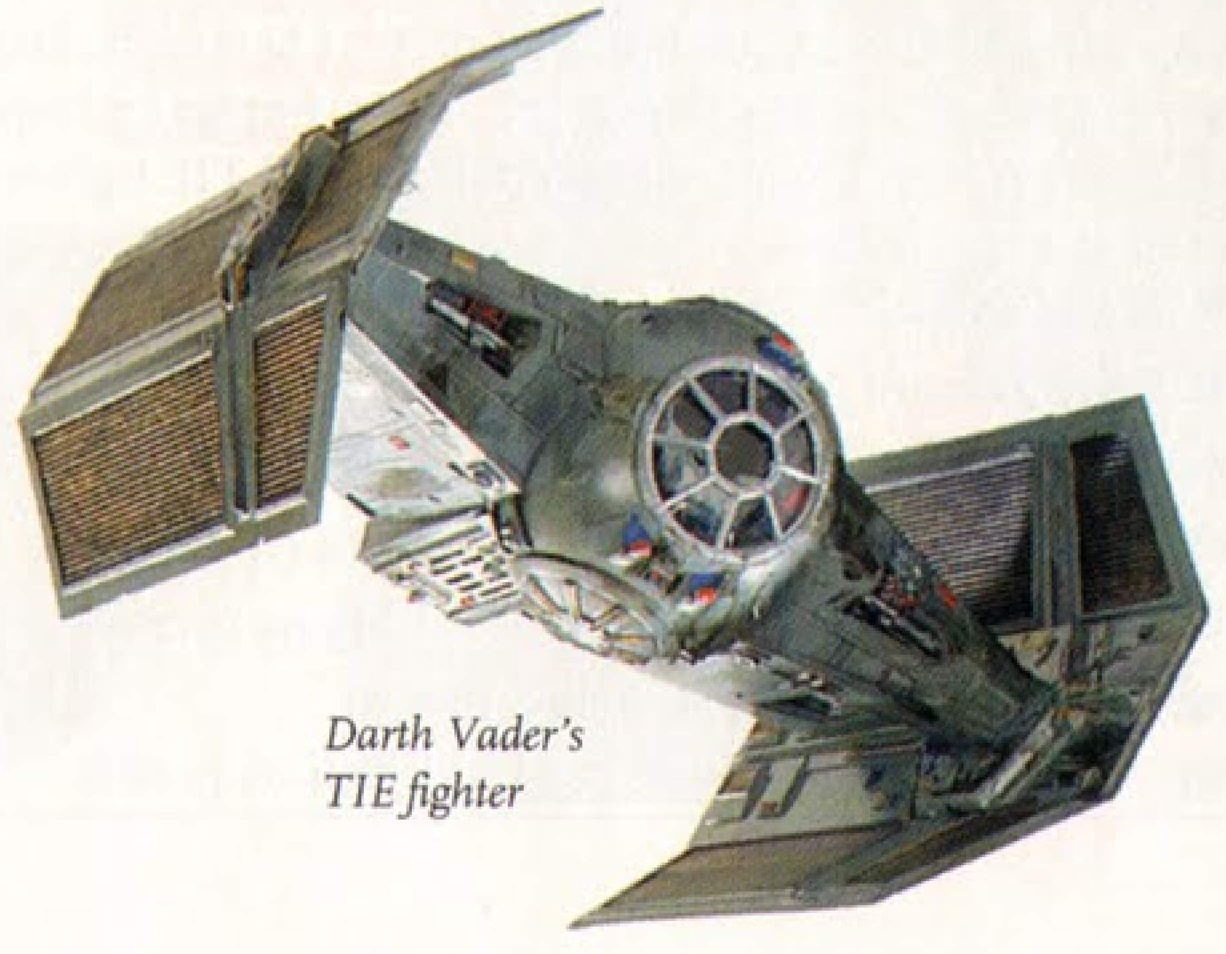
- **Star Wars Screen Entertainment** IBM Windows $19.95 (6336)
- **Star Wars Screen Entertainment** Color Macintosh $19.95 (6337)



STAR WARS® MODELS & KITS



TIE interceptor



Darth Vader's TIE fighter



Millennium Falcon model kit. Over 18 inches long. A model collection isn't complete without this.

■ Millennium Falcon
$16.95 (9030)

THE IMPERIAL MODEL MAKER BUNDLE:

Darth Vader's TIE fighter model kit (above) measures 7 1/2" x 6 3/4"x 4 1/2" and the **TIE interceptor** (above left) snap-on model kit

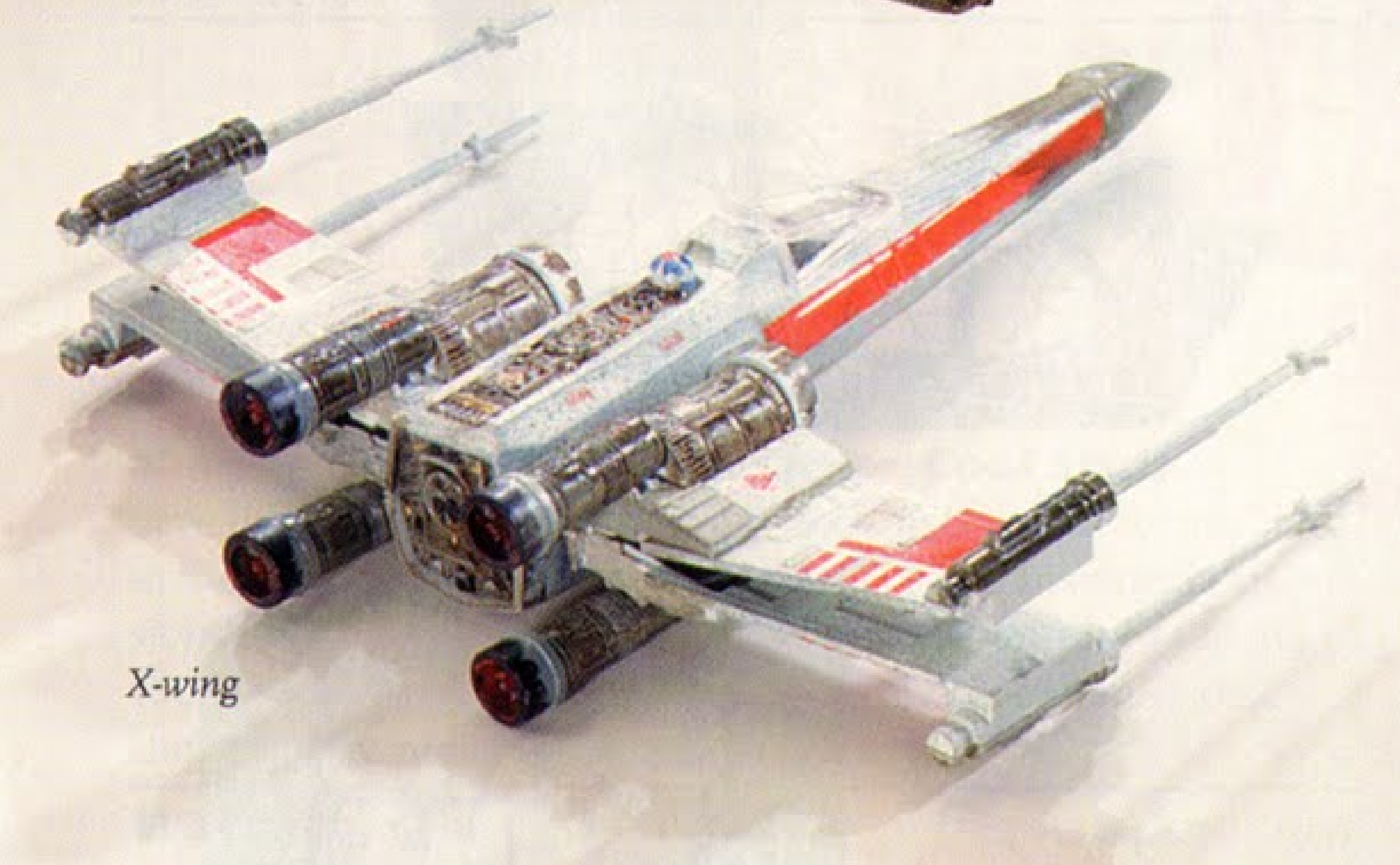
■ Imperial Model Maker
$14.00 (9031 & 9263)



THE REBEL MODEL MAKER BUNDLE:

Millennium Falcon (left) model kit and **X-wing fighter** (below left) model kit

■ Rebel Model Maker
$25.00 (9030 & 9032)

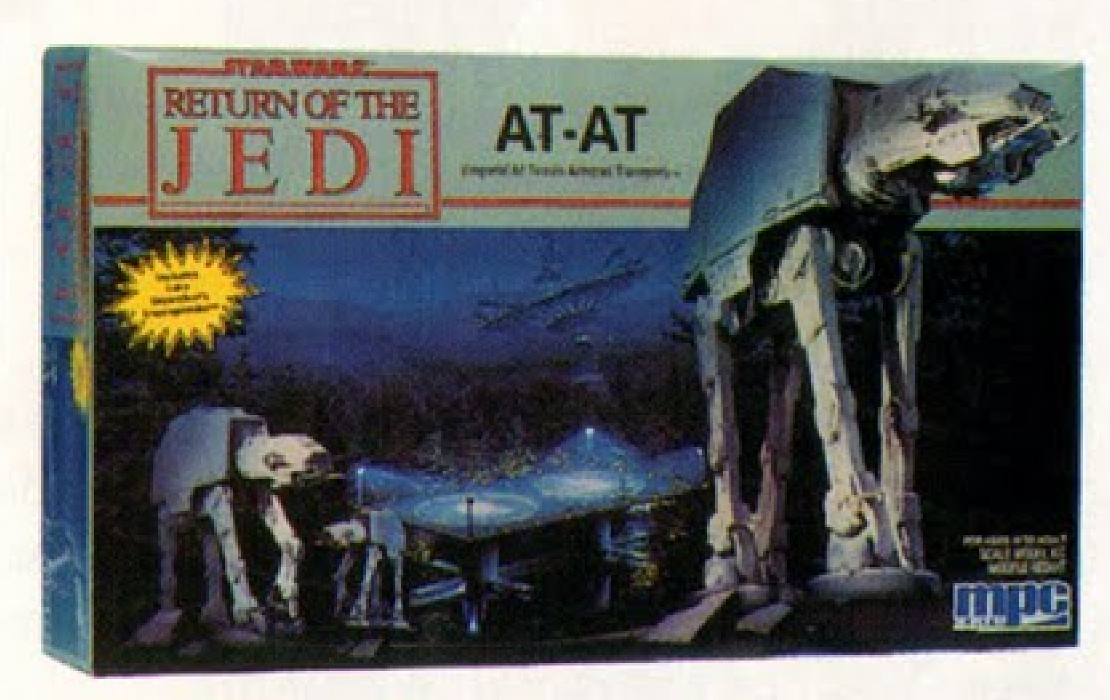


X-wing



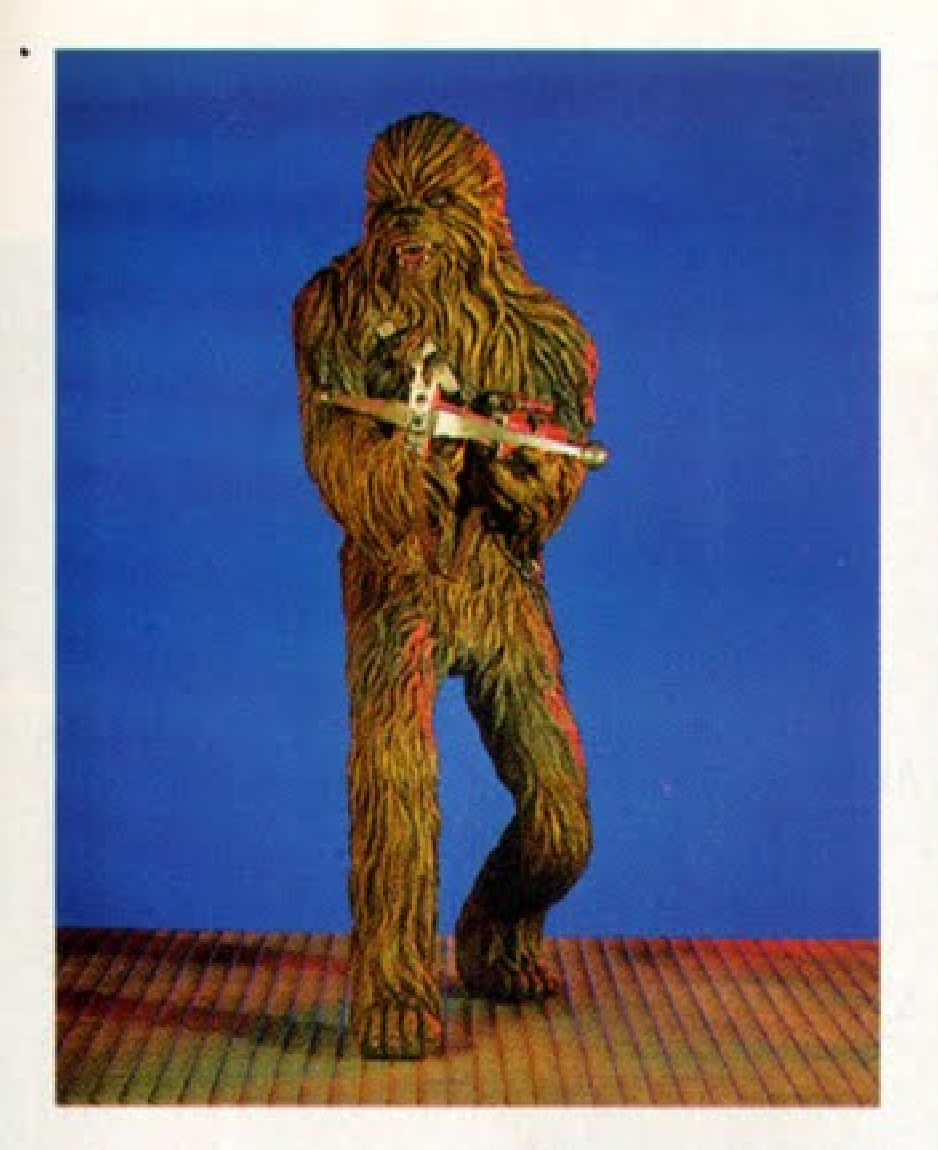
Snowspeeder model kit. *Limited to stock on hand.*

■ Snowspeeder
$8.95 (8914)

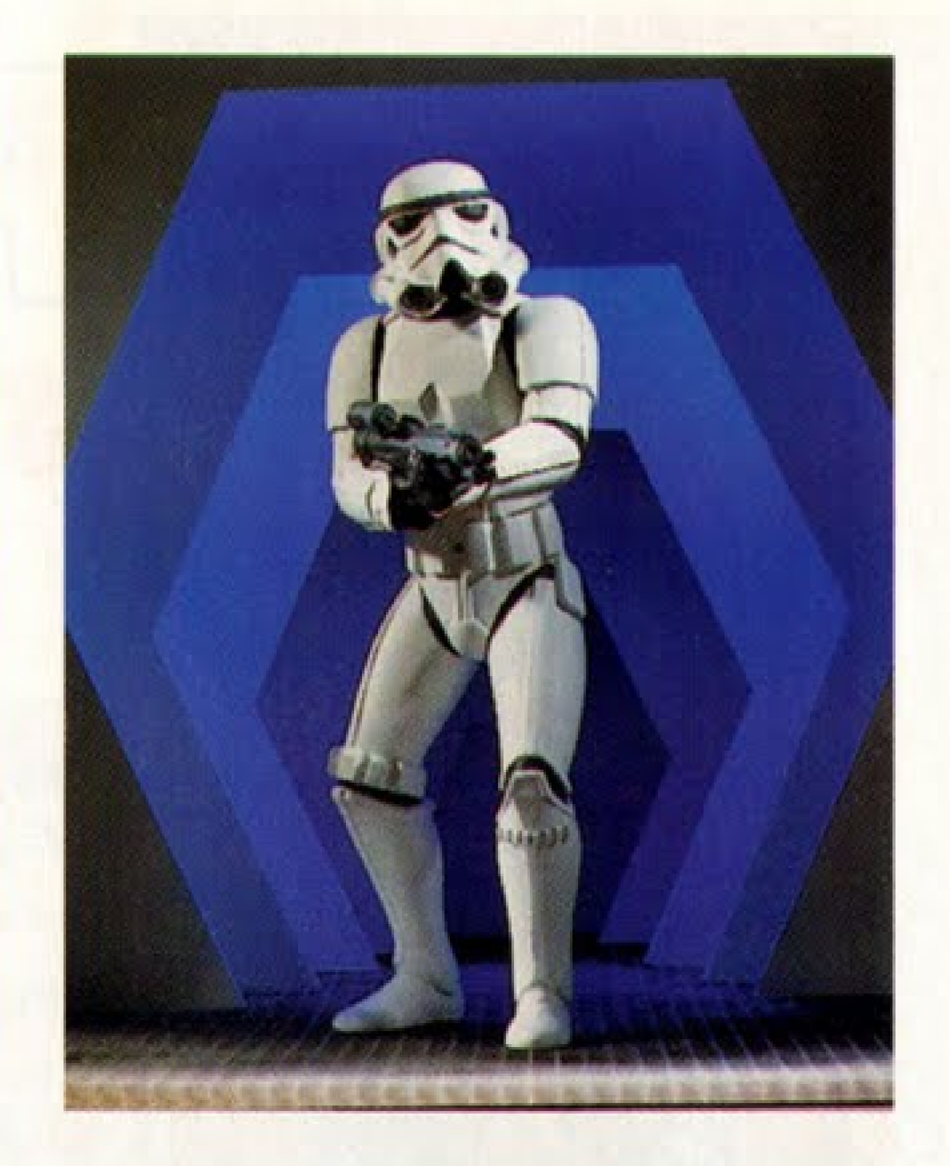


AT-AT model kit . Imperial all-terrain armored transport. 8" tall. Includes Luke Skywalker's Snowspeeder Commemorative edition.

■ AT-AT $6.95 (8919)

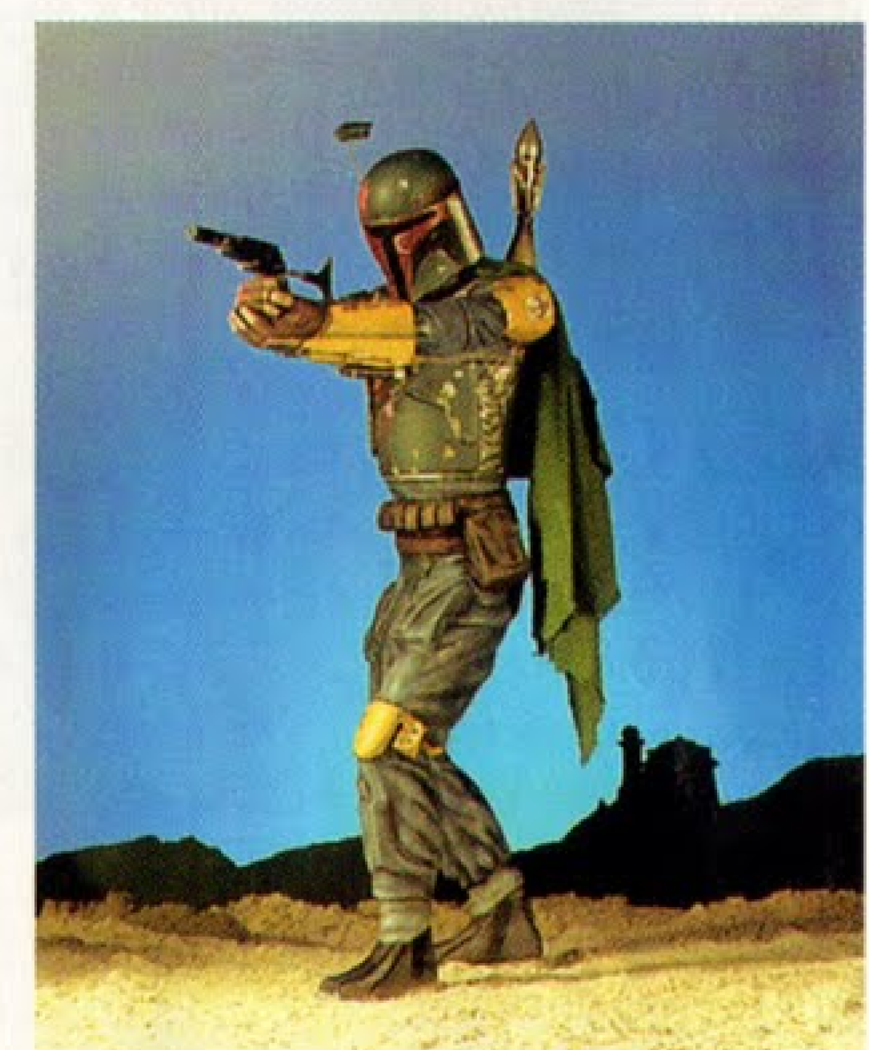


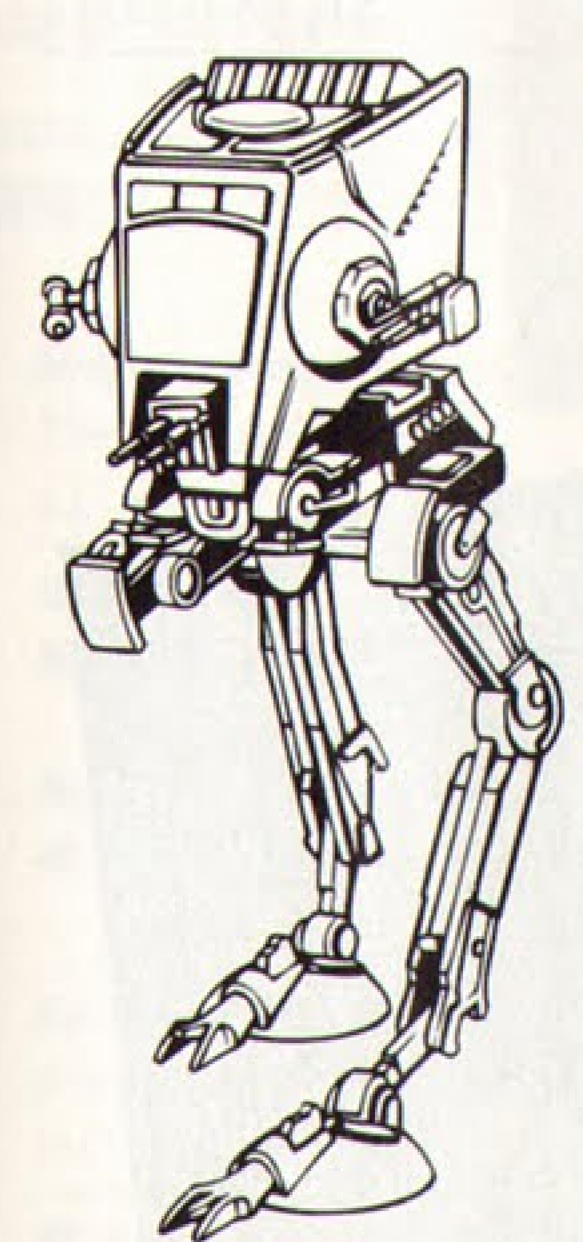




Screamin' Models Each highly detailed model is molded in high-quality vinyl. Ready for assembly and painting. All figures are 1/4 scale.

■ **Chewbacca** model kit 22" tall	$64.95 (9003)
■ **Darth Vader** model figure kit. Stands over 18" tall. Figure is 1/4 scale of your favorite villain. Great for kids or collectors.	$64.95 (3200)
■ **Stormtrooper** model kit 20" tall	$64.95 (9132)
■ **Boba Fett** model kit 20" tall	$64.95 (9004)



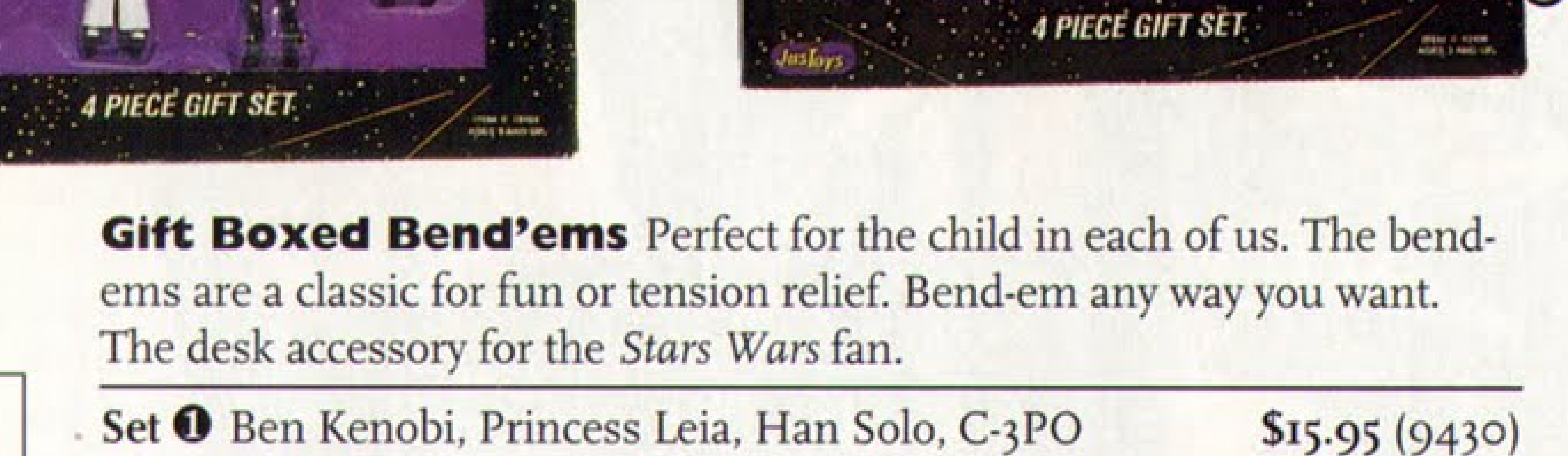


Snap on kits for the younger model maker. Or those with little time.

Young Jedi model maker: AT-ST snap-on model kit (above) and **X-wing** (not shown) snap-on model kit

■ **Young Jedi model maker**	$13.00 (8734 & 9264)





Gift Boxed Bend'ems Perfect for the child in each of us. The bend-ems are a classic for fun or tension relief. Bend-em any way you want. The desk accessory for the *Stars Wars* fan.

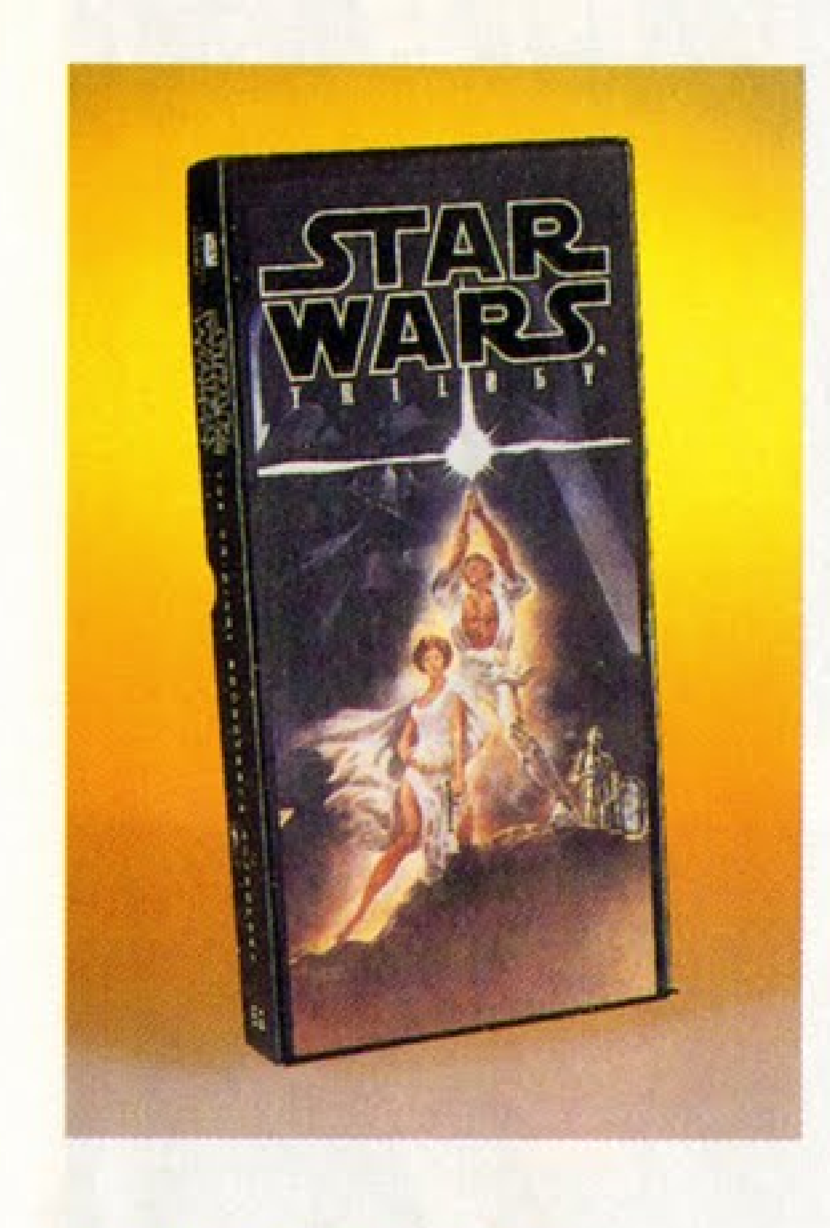
Set ❶ Ben Kenobi, Princess Leia, Han Solo, C-3PO	$15.95 (9430)
Set ❷ The Emperor, R2-D2, Luke Skywalker, Darth Vader	$15.95 (9431)
Set ❸ Imperial Stormtrooper, Wicket the Ewok, Yoda, Chewbacca	$15.95 (9432)

Shuttle Tyderium *(not shown)*
Limited to stock on hand.

■ Shuttle Tyderium	$12.95 (8733)

STAR WARS®

SOUNDTRACKS & SCREENPLAYS



Movie Soundtracks
Stunning versions of the trilogy soundtracks.

Star Wars trilogy soundtrack.
4 CD set. The original soundtrack anthology. Conducted by John Williams and performed by the London Symphony Orchestra.

■ Star Wars trilogy
4 CD set. $54.95 (3223)

Star War trilogy Get just the excerpts - great for long trips in the car... or when you're in the mood.

■ Star War trilogy
Cassettes $9.98 (3222T)

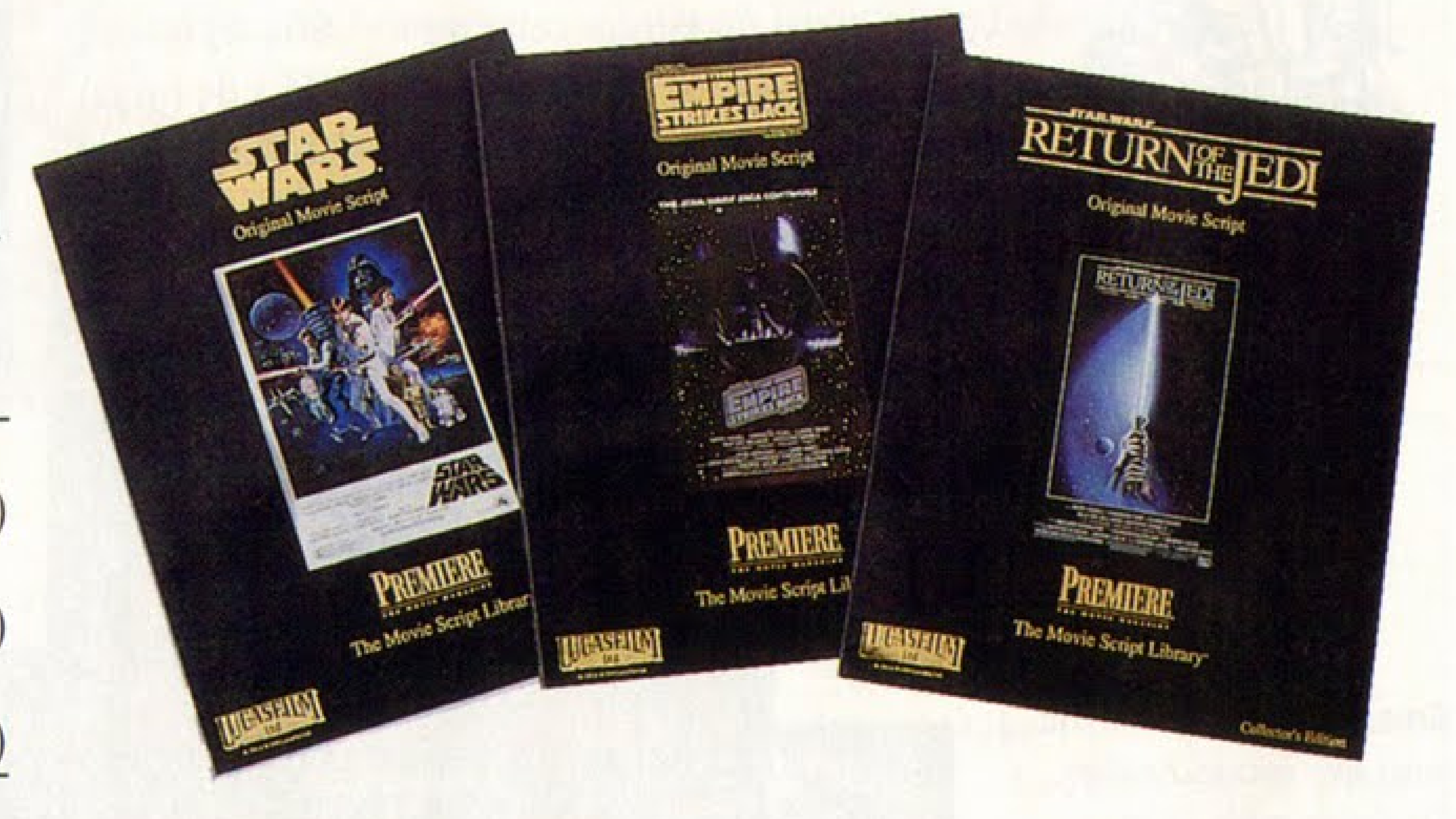
■ Star War trilogy
CD $15.98 (3222C)

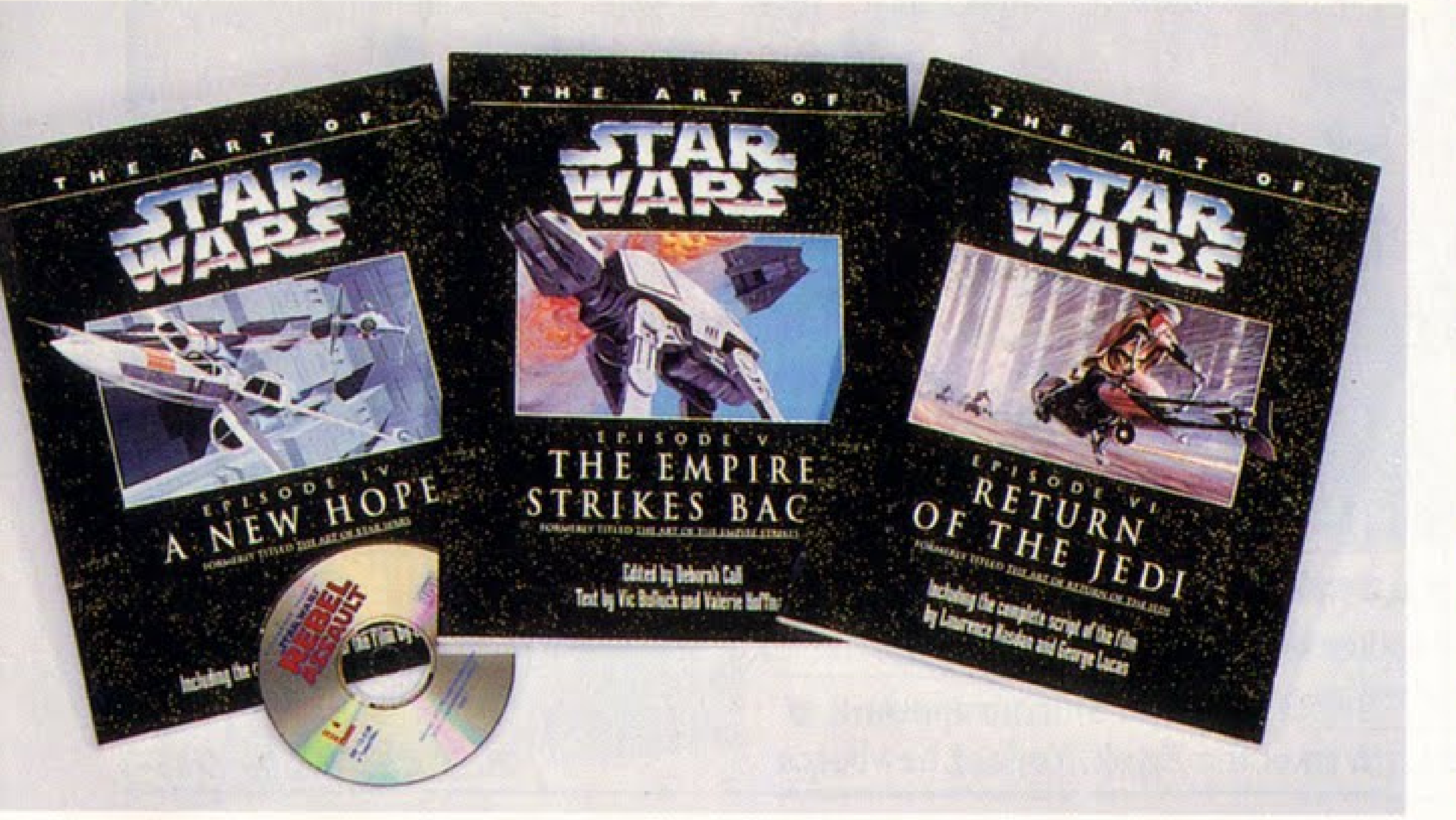
Movie Screenplays
Original script reproductions. Learn about the background and success story behind each film. Includes the official logo, photos, film credits and filmographies. You'll read and re-read these books for years. Perfect addition to your coffeetable library.

■ Star Wars
Screenplay $19.95 (6254S)

■ The Empire Strikes Back
Screenplay $19.95 (6254E)

■ Return Of The Jedi
Screenplay $19.95 (6254J)





The Art of Star Wars
These books are fabulous. Each book includes the complete script of *Star Wars* films. The illustrations and photos of rough concepts, preliminary drawings, finished production paintings, costume sketches, photographs and storyboards are captivating.

■ The Art of Star Wars Episode IV *A New Hope.* $18.00 (7330S)

■ The Art of Star Wars Episode V *The Empire Strikes Back* $18.00 (7330E)

■ The Art of Star Wars Episode VI *Return Of The Jedi* $18.00 (7330J)

Great for Young Fans Too!







Above: Return of the Jedi 10th anniversary poster. Left: Space Battle Poster.

Movie Posters
The original 24" x 36" posters.

- Star Wars $7.95 (9314)
- The Empire Strikes Back $7.95 (9315)
- Return of the Jedi $7.95 (9316)
- Space Battle Poster $7.95 (9317)

Return of the Jedi 10th anniversary poster. The original "Revenge of the Jedi" artwork. 27" x 41"

- Return of the Jedi $12.95 (9346)





Indiana Jones Soundtracks
These CDs are pressed from the original Polygram release. Imported from Japan. Guaranteed to make everyday an adventure.

- Raiders of the Lost Ark
  Import CD $39.95 (3218C)
- Temple of Doom
  Import CD $39.95 (3219C)
- Last Crusade CD $12.97 (3220C)

Star Wars Radio Drama
Relive the adventure. First broadcast on National Public Radio in 1981. The 13-part series features the original John Williams music with Mark Hamill and Anthony Daniels reprising their roles. This is a 6 1/2 hour stereo dramatization of the movie and features new characters and episodes.

- Star Wars Radio Drama
  7 Compact Discs $65.95 (3212C)
- Star Wars Radio Drama
  6 Cassettes $39.95 (3212T)

The Empire Strikes Back Radio Drama
This extended version of *The Empire Strikes Back* sweeps the listener into the realm of imagination, beyond the reach of the camera, for an adventure you'll listen to over and over again. The cast includes Mark Hamill, Anthony Daniels and Billy Dee Williams.

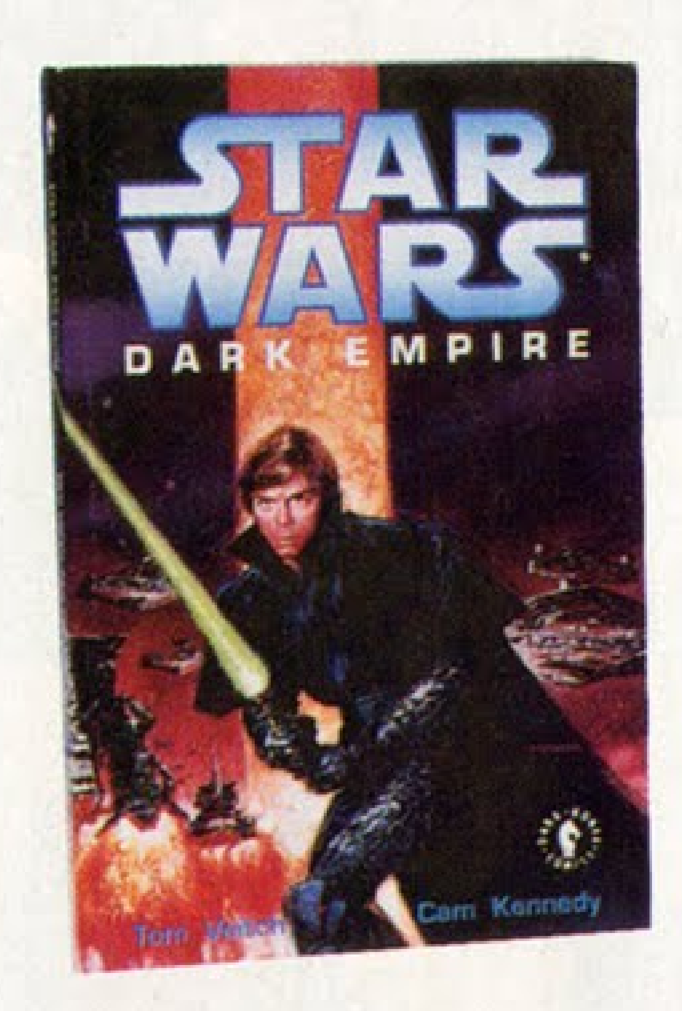
- Empire Radio Drama
  5 Compact Discs $64.95 (3214C)
- Empire Radio Drama
  5 Cassettes $39.95 (3214T)



Star Wars Ties These ties stand out and show you're the *Star Wars* fan in the crowd. Great conversation piece.

❶ Star Wars Character Tie
100% Polyester. $19.95 (1010)

❷ Star Wars Trench Scene Tie
100% Polyester. $19.95 (1011)



Darth Vader Helmet
These fantastic replicas can be displayed or worn to your next galactic party. An official replica of Darth Vader's mask. Two pieces. Resilient heavy-gauge plastic. Not recommended for children under 8 years old.

■ Darth Vader Helmet $59.95 (9029)

Comic Books and Audio Tapes
The spectacular 1991 Dark Horse Comics. All 6 issues combined into one book. The illustrations are incredible.

■ Dark Empire Comics $16.95 (6000)

■ Dark Empire cassette tape.
Full cast audio drama $16.95 (6000A)



Star Wars Boxer Shorts On the beach, on the volleyball court or just for lounging - these shorts are HOT.
100% cotton

■ Star Wars Boxers $18.95
Small (1012S) Medium (1012M)
Large (1012L) X-Large (1012XL)



Star Wars Character Watches
Third Dimension watches are laser photographs of *Star Wars* characters and space vehicles. Feature Quartz movement, and durable watch band.

■ Darth Vader watch
3D holographic watch of your favorite villain. $34.95 (9273)

■ X-wing 3D hologram watch. An X-wing fighter has been captured and soars out at you whenever you check the time. $40.00 (8100)

■ Yoda watch 3D holographic watch of your favorite hero. $34.95 (9035)





From Star Wars to Indiana Jones

Open the Lucasfilm archives and be blown away. This stunning book included the best of the enduring creations of vehicles, characters and artifacts from *Star Wars* and Indiana Jones films. Guaranteed - this book will become dog-eared. You may want two - one to look at, one to store.

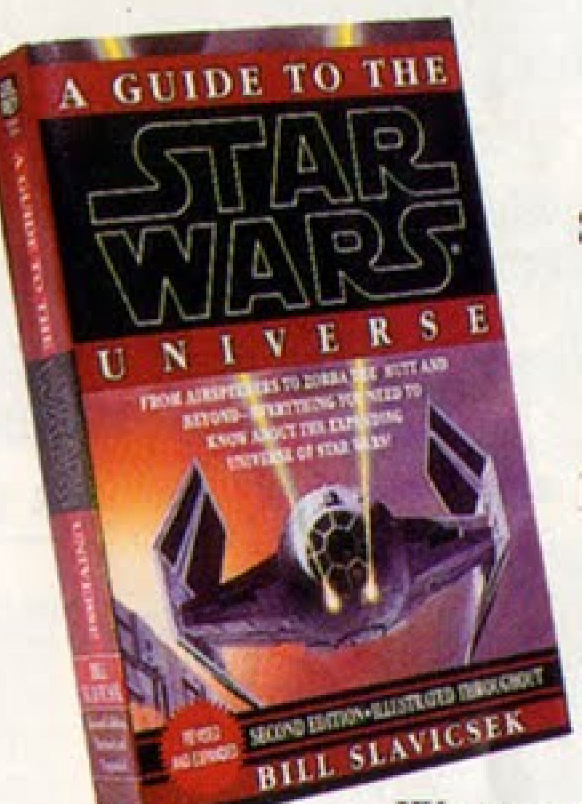
■ From Star Wars to Indiana Jones $22.95 (9340)

The Art of the Star Wars Galaxy

Features biographies and comments from participating artists, the movie photos that inspired the cards and a feature on how the set was made. More than 70 breathtaking renderings from the Topps' *Star Wars* Galaxy trading cards. Trade Paperback

■ The Art of the Star Wars Galaxy $19.95 (9283)

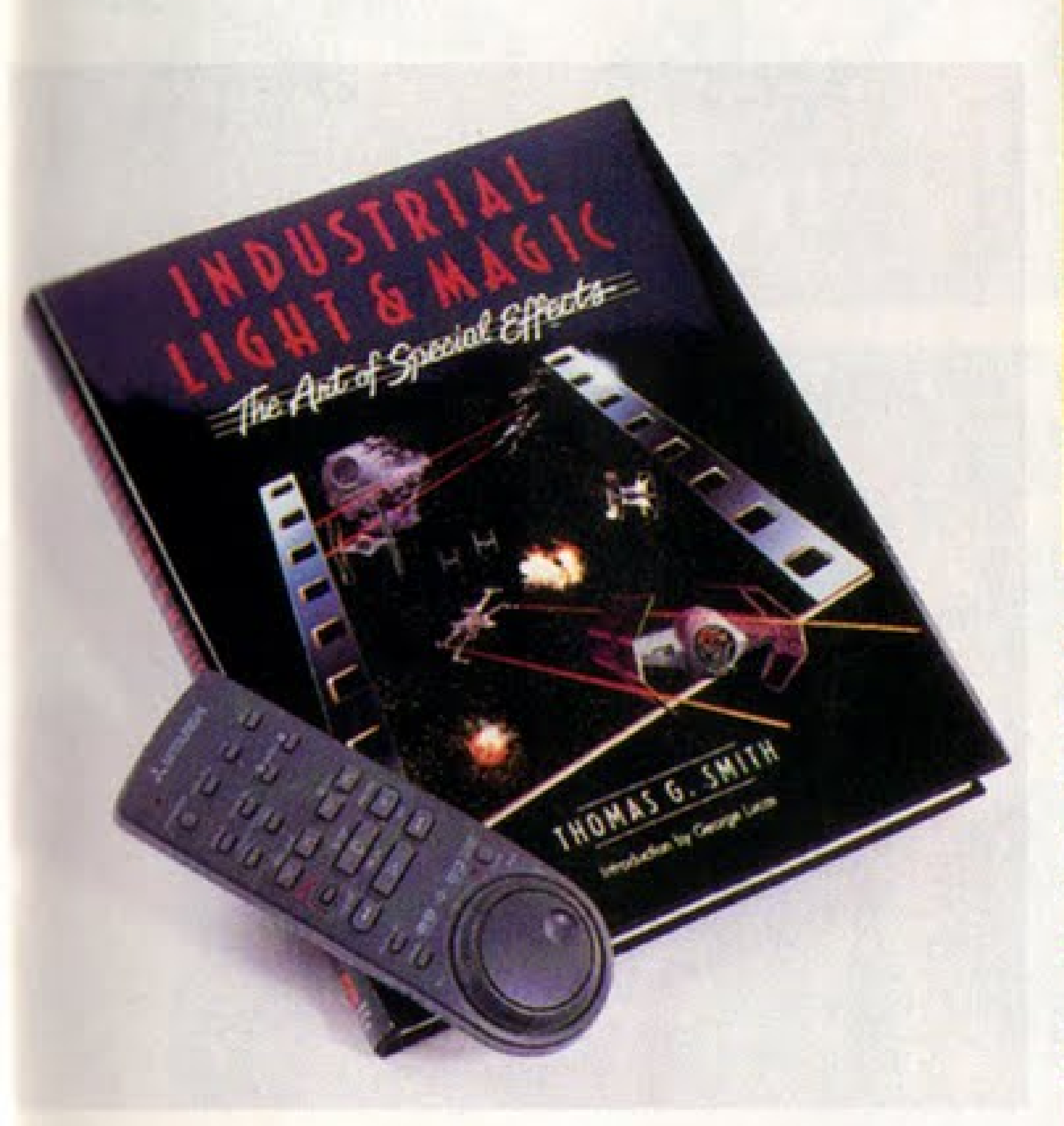




A Guide To The Star Wars Universe

Ever wonder where the Jawa's come from? The entire *Star Wars* universe is covered here - from the original Trilogy to new novels, TV movies, radio scripts and comics. Definitely for the real *Star Wars* trivia fan.

■ A Guide To The Star Wars Universe $10.00 (9106)



Star Wars Technical Journals

from Starlog. These Journals include fold-out blueprints, production artwork and original design sketches. Three books in all. The Planet Tatooine, the Imperial Forces and the Rebel Forces. Set of 3



■ Star Wars Technical Journals $23.95 (9282)

ILM Art of Special Effects

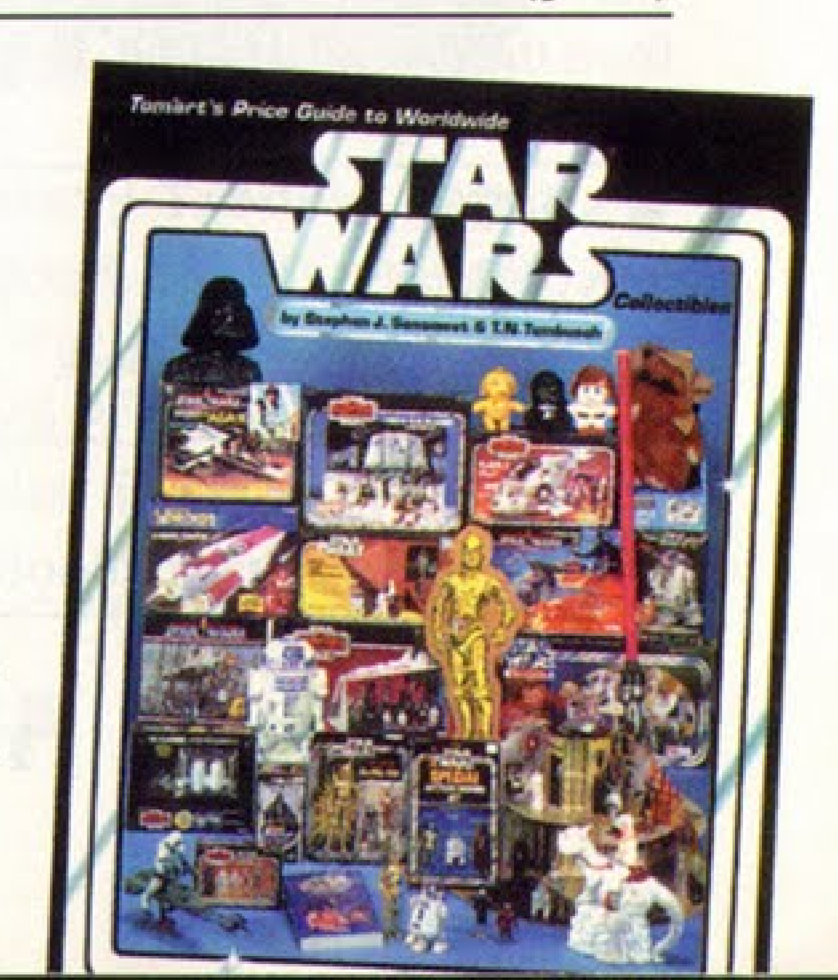
A superb, coffee table book illustrated with hundreds of photographs, paintings and frame enlargements, as well as technical black and white illustrations. The perfect addition to your library. You'll treasure this volume.

■ ILM Art of Special Effects $75.00 (3211)

Tomart Price Guide ▸

The definitive, completely illustrated price guide to worldwide *Star Wars* merchandise. Kind out what your collection is worth and the price range for the collectibles you want.

■ Tomart Price Guide $26.95 (9105)



STAR WARS® COLLECTIBLES







Star Wars Collector Plates The Hamilton Collection's *Star Wars* porcelain plates measure 9 1/4" in diameter. Feature original designs from the *Star Wars* films. A great collectible.

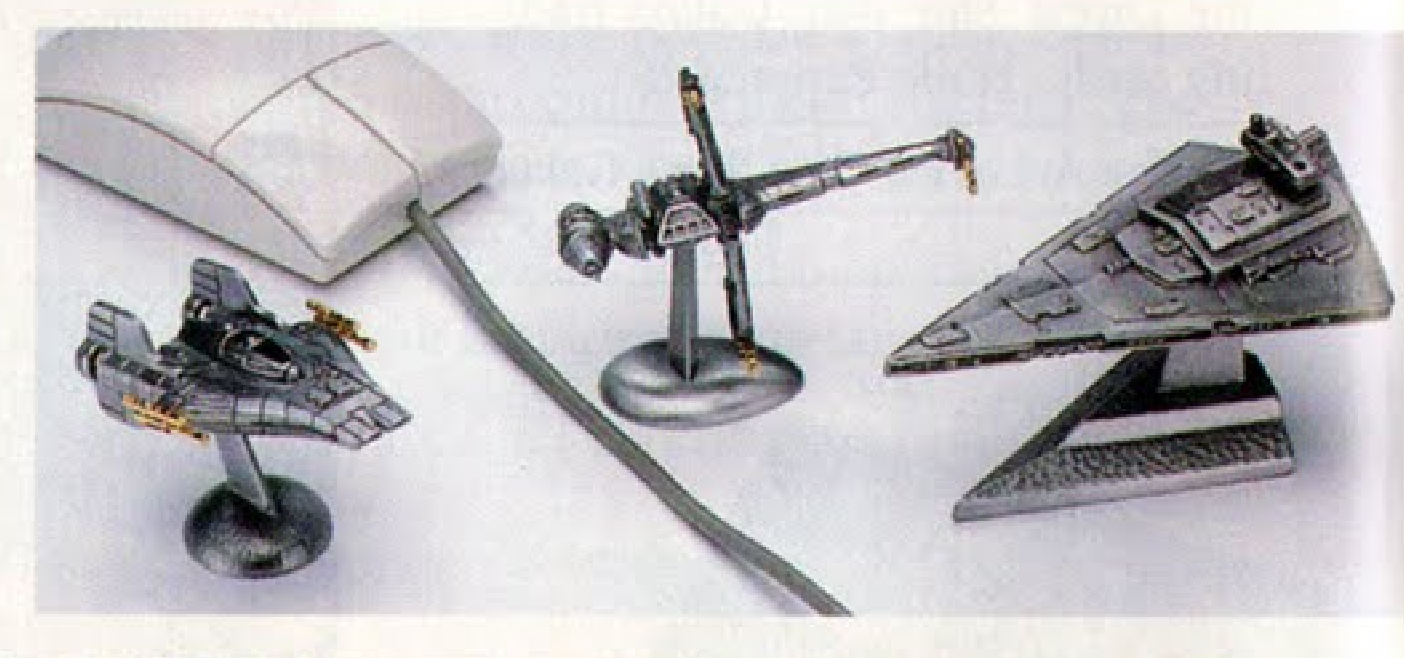
- **Star Wars** collector plate $37.50 (8004)
- **The Empire Strikes Back** collector plate $37.50 (8005)
- **Return of the Jedi** collector plate $37.50 (8006)



Pewter Figures and Vehicles Rawcliffe has created these faithful reproductions of *Star Wars* characters and vehicles. The characters stand in memorable stances, the ships poised for action. These pieces are perfect for the beginner to accomplished collector.

■ **Darth Vader** approx. 3"	$31.00 (9142)
■ **Ben Kenobi** approx. 2 3/4"	$28.00 (9143)
■ **Boba Fett** approx. 2 1/2"	$22.00 (9144)
■ **Han Solo** approx. 2 1/2"	$18.00 (9146)
■ **Chewbacca** approx. 3"	$28.00 (9147)
■ **Princess Leia** approx. 2 1/4"	$18.00 (9148)
■ **Luke Skywalker** approx. 2 3/8"	$18.00 (9149)
■ **Yoda** approx. 1 5/8"	$14.00 (9150)
■ **Ewok** approx. 1 3/4"	$14.00 (9151)
■ **R2-D2** approx. 1 1/2"	$18.00 (9152)
■ **Stormtrooper** approx. 2 1/2"	$22.00 (9156)

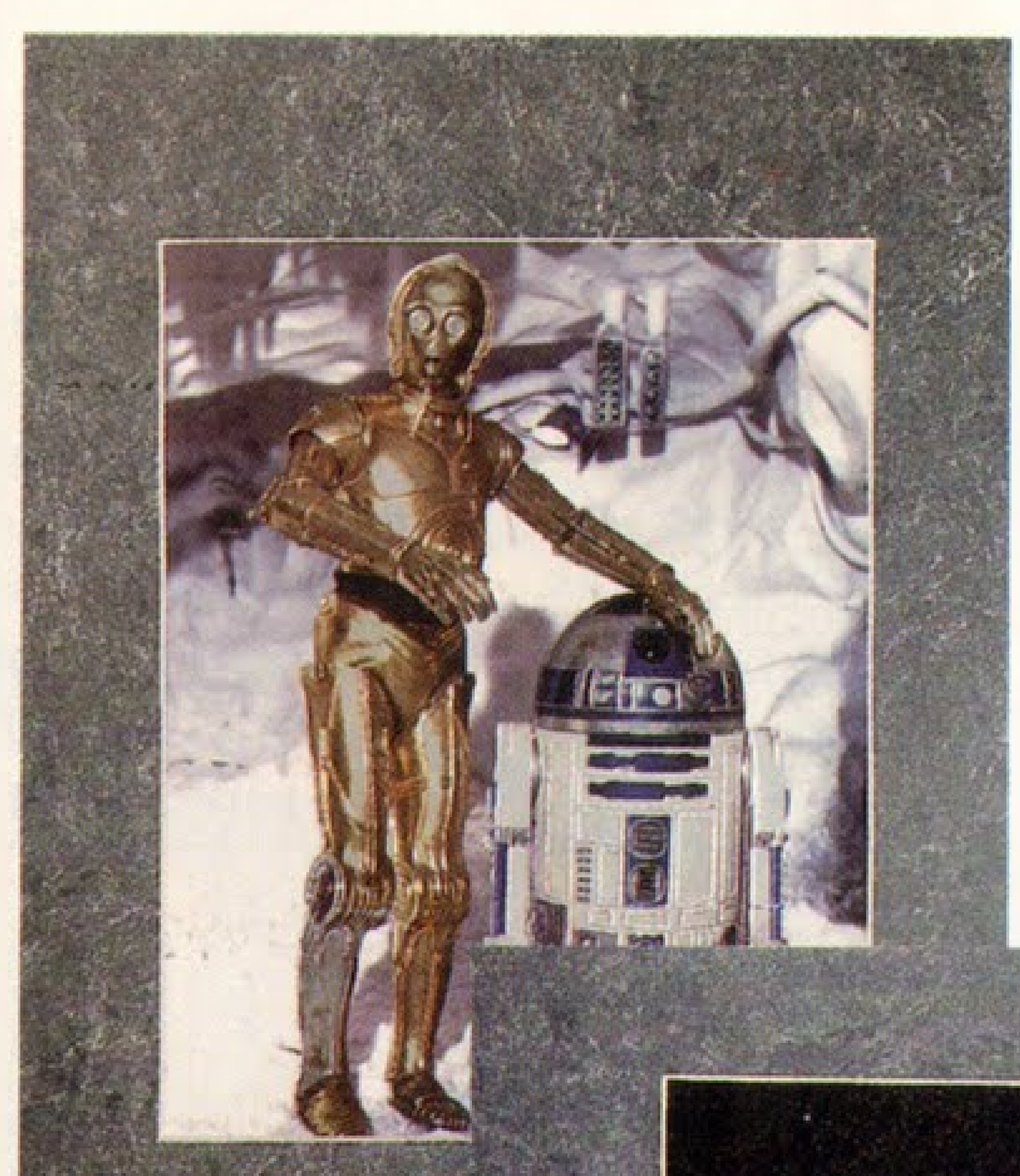
- **A-wing fighter** 1 3/4" W, 2 3/4" L, 1 1/2" H $42.00 (9154)
- **B-wing fighter** 2 1/2" wing span, 3" L, 3" H $42.00 (9155)
- **Imperial Star Destroyer** 2 1/2" W, 4" L, 2 3/4" H $76.00 (9153)





Pewter Star Wars Vehicles Limited Editions Detailed replicas of your favorite *Star Wars* vehicles. Hand cast from fine pewter and mounted on a solid hardwood base, these scale models are a limited edition of 15,000 pieces.

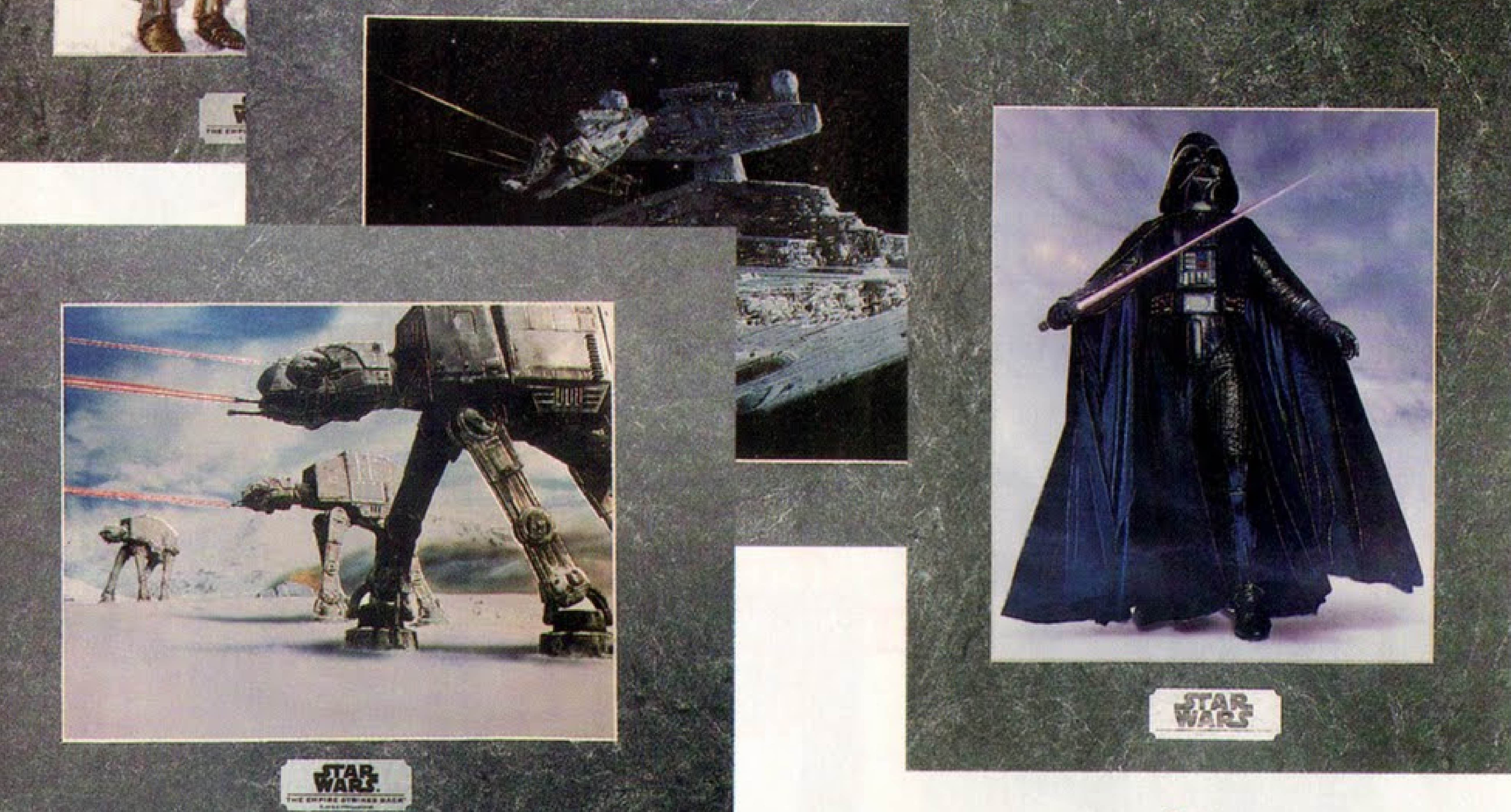
■ **Han Solo's Millennium Falcon** 5.25" dia., 2.5" H	$120.00 (9133)
■ **Luke Skywalker's X-wing fighter** with solid brass, 25k plated laser cannons 3" W, 4.5" L, 2.5" H	$95.00 (9135)
■ **Darth Vader's TIE fighter** 4.25" W, 6" L, 2.5" H	$130.00 (9134)



Special collector's Edition Chromart prints

The Chromart process brings these images from the *Star Wars* trilogy to life. The patented technology utilizes plastic, foiling and etching to give the illusion of depth on a 2D surface. Each comes with a certificate of authenticity. Choose from 4 of our favorites.

- **C-3PO and R2-D2** on the ice planet Hoth from *The Empire Strikes Back* 11" x 14" — $14.95 (9110C)
- **Star Destroyer** chasing **Millennium Falcon** from *The Empire Strikes Back* 11" x 14" — $14.95 (9110B)
- **AT-AT's** attack the Rebel base from *The Empire Strikes Back* 11" x 14" — $14.95 (9110E)
- **Darth Vader** 11" x 14" — $14.95 (9110D)



TRADING CARDS

Star Wars Tin Trading Cards



The Empire Strikes Back series #2 from Metallic Images. The eternal struggle of good versus evil comes alive on this set of 20, tin collector' cards. The cards come in an incredibly detailed tin complete with a numbered certificate of authenticity.

- **Star Wars Tin Trading Cards** Series #2 — $49.95 (8011)



Star Wars Galaxy Trading Cards

Series Two the box of 288 cards. Box does not guarantee a full set of cards or chase cards. 135 cards in a set. Plus 6 chase cards.

- **Star Wars Galaxy Trading Cards** Series #2 — $35.00 (9070)

THE COMPANY STORE



LucasArts Entertainment Shirt
Now you can wear the official shirt of the company that brings you the best computer games in the universe.

■ LucasArts t-shirt $14.95
Medium (8291M) Large (8291L) X-Large (8291X)



LucasArts Baseball Hat
Keep the rays out of your eyes with this adjustable cap.

■ LucasArts Hat $15.95 (9129)

CALL TOLL-FREE 1-800-867-0413



LucasArts Mug We made this mug big 'cuz the LucasArts team consumes coffee in large doses. Perfect for coffee, tea or soup while engaging the enemy or figuring out that puzzle in your favorite game.

■ LucasArts Mug 15 oz. $15.95 (1001)



LucasArts Watch The LucasArts logo emblazed on a gold tone watch. Leather watch band. Keep time the LucasArts way. Quartz movement.

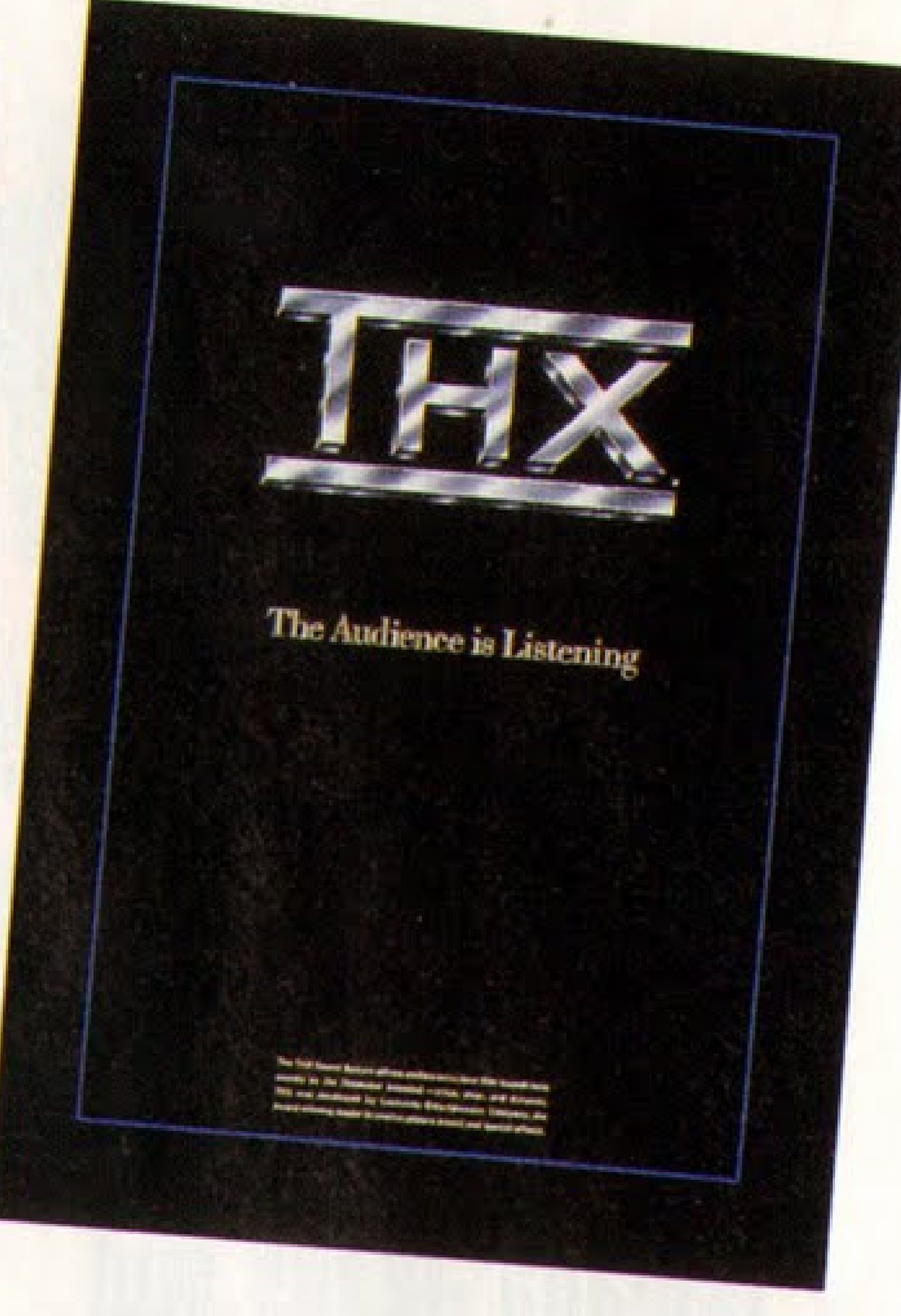
■ LucasArts Watch $34.95 (1002)

"The Audience is Listening"

- **THX Clock** The perfect desk top clock for the den or office. **$39.95** (3020)
- **THX Coffee Mug** A stylish black cup with the words, "The Audience is Listening" **$14.95** (1005)
- **THX T-shirt** **$14.95** (8290L) Large (8290X) X-Large
- **THX Baseball Cap** **$14.95** (8009)







THX Poster An elegant black poster "The Audience is Listening" 27" x 41"

- **THX Poster** **$12.95** (9335)



ILM Shirts

These shirts are specially made for members of our film crews who work on special effects for many major movies. Now you can wear one and impress your friends.

- **ILM Logo Shirt** The ILM "magician" logo in full color printed on a 100% cotton white shirt. **$14.95**
  Medium (8287M) Large (8287L) X-Large (8287X)
- **Industrial Light and Magic T-shirt** has the words "visual effects crew" on the back. **$14.95**
  Medium (8289M) Large (8289L) X-Large (8289X)
- **ILM Special Effects T-shirt** **$14.95**
  Medium (8288M) Large (8288L) X-Large (8288X)

OUR RETURN POLICY

We want you to be happy with your purchase! If you are dissatisfied, you must return the item(s) within 20 days of receipt. Before you return the merchandise please call to receive a Merchandise Return Authorization. Products MUST be returned in the ORIGINAL CONDITION and packaging along with the order documentation to receive a refund or exchange. Postage and handling will not be refunded. Credit card orders will have the account credited for the refund amount. We will send credit checks for returned check orders. We strongly suggest you insure any package you send for refund or exchange. We are not responsible for lost or damaged items.

THE LUCASARTS ARCHIVES VOL. I



✓ Indiana Jones and the Fate of Atlantis
✓ Day of the Tentacle
✓ Sam & Max Hit the Road
✓ Star Wars Screen Entertainment
✓ Three levels of Rebel Assault
✓ Playable demos of Full Throttle, Dark Forces and The Dig

SIX Incredible CDs at One Incredible Price

6 CDs

$29.95

LucasArts opens its archives to bring you the very best in classic CD-ROM entertainment. You'll spend hours on this great assembly of award-winning LucasArts games.

Here's what you get:

Three complete top adventure games: **Indiana Jones and the Fate of Atlantis, Day of the Tentacle** and **Sam & Max Hit the Road.**

▸ You guide Indy in Fate of Atlantis as he attempts to discover the fabled lost city of Atlantis before the Nazis unleash its power for evil.

▸ You join Bernard, Hoagie and Laverne in a hilarious rush to save the world from Dr. Fred Edison's mutant pet tentacles. Day of the Tentacle is the critically acclaimed sequel to the LucasArts' classic Maniac Mansion.

▸ Take a wild road trip with Sam & Max (the famed "freelance police") as they hit the road to crack their toughest case yet.

Star Wars Screen Entertainment (Windows version) and the first three levels of **Rebel Assault** are also included.

What's more, the Archives includes incredible playable demos of **Full Throttle**,™ **Dark Forces**™ and **The Dig**, plus sneak peeks at upcoming titles

That's right, 6 big CDs offering high-quality, high-value entertainment experience at a you can't beat this price.

The LucasArts Archives are 100% PC CD-ROM compatible.

■ **LucasArts Archives, Vol. 1** IBM CD-ROM (6 CDs) **$29.95** (80218)

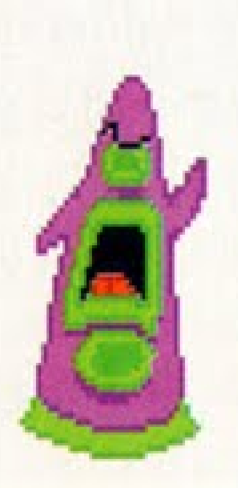
Special Floppy Bundle. This Issue Only!

Sam & Max Hit the Road, Day of the Tentacle and **Indiana Jones and the Fate of Atlantis.** Buy all three of these games at a very special price. You'll save plenty.

$19.95

■ **Sam & Max Hit the Road, Day of the Tentacle** and **Indiana Jones and the Fate of Atlantis**
IBM 3.5" 1.44MB HD **$19.95** (6325, 6318 & 6158)

■ **Hintbook Bundle** Hintbooks for Sam & Max Hit the Road, Day of the Tentacle and Indiana Jones and the Fate of Atlantis **$14.95** (6324H, 6260 & 6327)







Classic Adventures

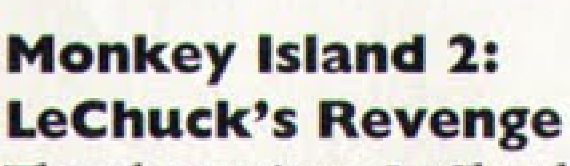
Own five of our classic adventure games all in one package: **Maniac Mansion, Zak McKracken and the Alien Mindbenders, Indiana Jones and the Last Crusade, Loom** and **The Secret of Monkey Island.**

■ **Classic Adventures** IBM ONLY 3.5" 1.44MB HD	**$19.95** (6315)

Purchase all five Classic Pack Hintbooks Includes **Maniac Mansion, Zak McKracken, Indiana Jones and the Last Crusade, Loom** and **Monkey Island**

■ **Five Classic Pack Hintbooks**	**$19.95** (5HBS)

$19.95



Monkey Island 2: LeChuck's Revenge

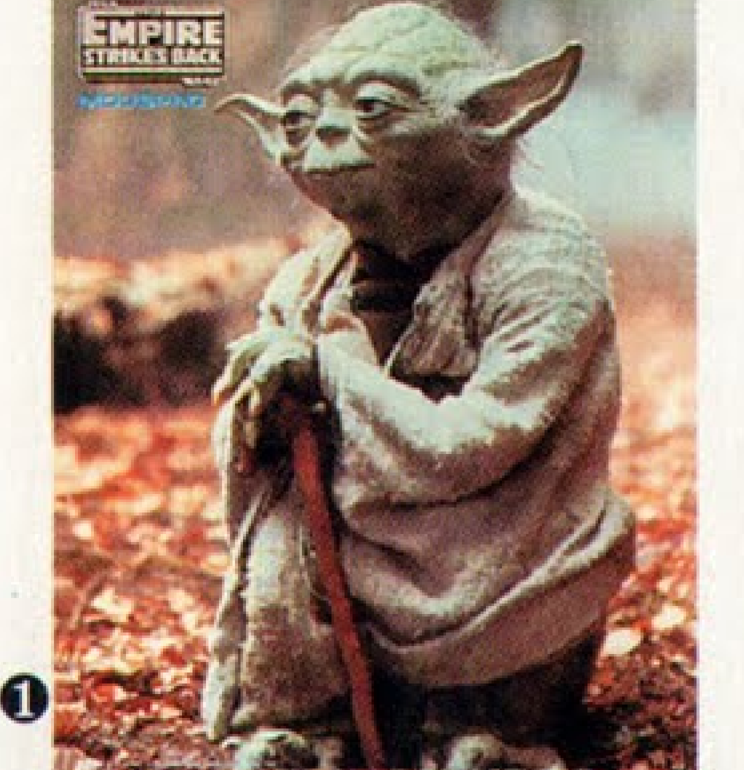
$19.95

The ghost pirate LeChuck is out for revenge. You killed him once, but he's too mad to stay dead. You are sure to enjoy this sequel with stunning graphics (VGA only) and new *i*MUSE soundtrack.

■ **Monkey Island 2** IBM VGA 3 1/2" 1.4MB HD	**$19.95** (6155)
■ **Monkey Island 2** Macintosh	**$19.95** (6311)
■ **Monkey Island 2** Hintbook	**$9.95** (6259)







❶



❷

Sam & Max Enamel Pins

The universally appealing images of Sam & Max or just Max by himself.



■ **Sam & Max pin**	**$5.95** (9303)
■ **Max pin**	**$5.95** (9304)

Mousepads Mouse around with a Star Wars Mousepad. Not your ordinary mousepad.

❶ **Yoda**	**$15.95** (9117b)
❷ **Darth Vader**	**$15.95** (9117a)
❸ **Millennium Falcon** fight scene	**$15.95** (9117c)
❹ **Rebel Assault**	**$15.95** (9117e)

❸



❹





Introducting... The LucasArts Archives Vol. 1

Coming This Summer:

6 CDs packed edge to edge: **Indiana Jones and the Fate of Atlantis, Day of the Tentacle Sam & Max Hit the Road.** and **Stars Wars Screen Entertainment** and more! (80218)



Order Today! 800-867-0413

LucasArts Entertainment Co.
Company Store
Post Office Box 4976
Salinas CA 93912

823316-10